

## The Monster sleeps...

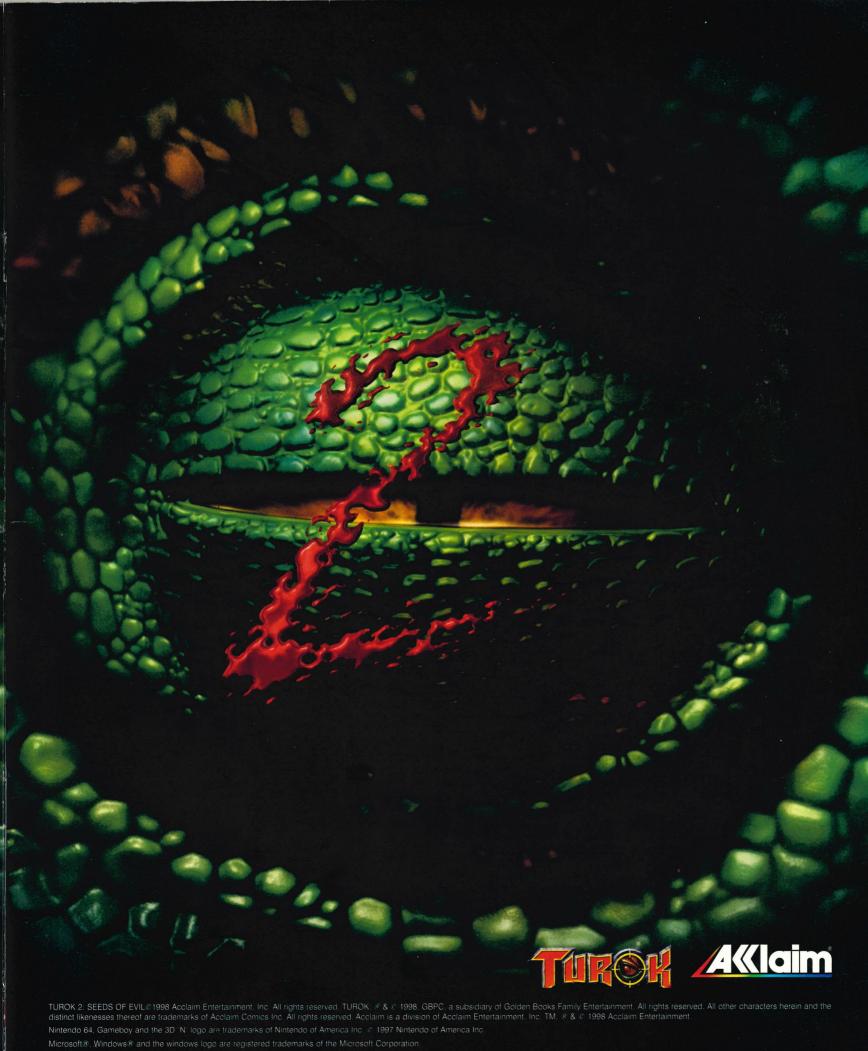
Until October





GAME BOY.





ESSENTIAL READING FOR THE NINTENDO GENERATION



Check out our exclusive review of one of the hottest-looking racing games to have ever graced the N64, hold onto yer lids and checka-checka-check our big review...

## 64-MATIONS

Ooo heaven is a place on Earth. We have some more screenshots and info on this great-looking third-person RPG from Konami.



This classic has graced many console formats over the years, and now the best ever is coming. Take a look and judge for yourselves.



Another FIFA footie game is churned out. This time your favourite domestic clubs are getting the EA Sports treatment. Could it

challenge 155 '98?

## 0.



Rodents and felines everywhere. Mindscape take us into the less than quiet world of household pets with their bizarre new puzzler.



We reviewed the scaly superstar last month, and now we have Part One of the definitive guide to all of his reptilian antics. Sit back and dribble as you ghost through the game without having to wake up. Where would you be without us?

The game we've all been waiting for. Check out the dinosaur hunter in all his almost-finished beauty. Prehistoric? This game certainly isn't.

The first N64 game to receive an '18' certificate. Ask your folks to leave the lights on when you go to bed to read about it... Scary stuff!



The title formerly known as Space Circus enters the final stages of completion, we get the lowdown on the star-shooting juggler from outer space.



## WIPCOUT 64

Prepare for high-octane, futuristic, spaceship racing action with the Psygnosis team. We covered it two issues ago, and now we can preview it.

Time to fasten your safety harness!

Rallying may not be the most popular sport in the world, but V-Rally has turned more than a few heads this year. Find out how the famous racer is measuring up to the current crop.







This has literally been 'on the go' since it arrived in the office. We've been playing with big strong men all month... Err...Wrestlers... I mean... Err... The wrestling game!!



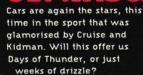
Hands are not an issue as the solitary glove roams around in his very own 3D adventure. Was the boy Jon smitten? Or was it hand-y to have a rubbish bin close by?

If you drink Pepsi Max and wear baggy slacks, this could be right up your slope. The thrill-seeking danger sport slides in for another appearance.



With shoulder-pads that'd make Joan Collins wince, the sport of American Football stomps onto the N64. Is it a big player, or a permanent fixture in the dressing room?

Exclusive review of vet another great racer, we recommend that you save your pennies! THQ's new mini-racing multiplayer feast joins the clutch that are already here. Money surely doesn't come into it?





## THE REST

- 98. Sign Off







## 

"What's going on? Where's the ECTS report?" I hear you ask. Well, it's this simple - we all traipsed along to the show, checked out all of the fine wares and then came to the conclusion that very little, if anything, was actually new to us (and that means you too, if you have been reading TOTAL 64 for some time - and if not, why not?) So if you are still bursting to know what was there, then read this mag! Virtually every page is dedicated to what was in the show and all the games that we know that you are dying to read about, so you should think of TOTAL 64 as the complete guide to everything in the world of Nintendo.

Aside from ECTS, there have been a number of top titles plopping onto our desks, not least our exclusive reviews of Extreme-G 2 and Penny Racers. We've also included the first review of WCW vs NWO: Revenge, which should make all you grapple fans happy. Elsewhere, you'll find an update on Turok 2; we're hoping that Acclaim will have a finished version of the game next month so that we can actually tell you whether the multiplayer game will rival the great Golden one. Anyone who is anyone already knows that the one-player game itself is superb, but the multiplayer game - that's a different story..

Until next month then, when the festive season will be upon us remember, it's not just Santa Claus that delivers the best presents... Expect something very phat indeed...



t ECTS last month, Howard Lincoln, President Of Nintendo Of America, confirmed what we have suspected for some time – that the 64DD will never be released in Europe or America. Before you start crying however, ponder the man's reasoning. With cartridges expanding all the time, and the new 4MB expansion pak, there is no need to make N64 owners pay out for an expensive add-on which will not make the N64 much more powerful than it already is. Plus, the main reason for the DD - cheaper games - is no longer relevant, due to falling cartridge prices. Nintendo will not rip you off by selling you an expensive add-on you don't need! The N64 has reached its next stage in game development, with the likes of Body Harvest, Perfect Dark, Turok 2 and Zelda blowing anything on the PC, PlayStation and probably the Dreamcast out of the water. Add-ons have never been successful before and Nintendo have wisely decided that this will still hold true in today's marketplace. T64



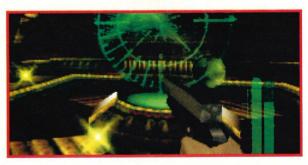
## Rare make a stand at ECTS!

ur planned ECTS feature this month was chucked out the window when we realised that we had previews or reviews on every game that was worth anything this month anyway. There were three exceptions however. In amongst the worst Sony showing of all time and a plethora of scantily-clad ladies, were three games that were absolutely mindblowing: Total 64 was treated to a private showing of Twelve Tales, Jet Force Gemini and Perfect Dark - and they were easily the highlight of the show.

Twelve Tales actually made Banjo-Kazooie look poor in comparison, with unbelievable graphics and hideously cute platform romping, while Jet Force Gemini proved itself to be a far more frantic shoot-'emup than anyone had any right to believe. The real gem of the show was, however, Rare's Goldeneye sequel, Perfect Dark, which will probably be the greatest game of all time when it is finished next year. High-end PC quality graphics, unbelievable lighting effects, and the most incredible stealthbased shooting action you have ever seen combined to make it the single most jaw-dropping thing at the show... and it is not even playable yet! T64













64DD, JET FORCE GEMINI.

GT WORLD, RAINDOW SIX, ATOMIC CONTO FIGHTING FORCE, SUPERMAN, XENA, ZELD ROGUE SQUADRON, SOUTH PARK, ROADSTE

ISSUE TWENTY ONE

FORBUOYS NG4 GIVEAWAY. JON CASTS HIS SHADOW, RAY



## GRAN TURISMO IN HI-RES!



he disappointment of

version of Gran Turismo casts over

next year with GT World, a game in

development by Boss, to be released

by Midway. As you can see, GT World

is easily the best looking driving

game on any console yet, and

the icing on the cake is

the N64 will be cast away early

Infogrames' average GT64:

Championship Edition, and the shadow that the PlayStation's

an optional hi-res mode that will not need the N64's 4MB memory pak

Boss are promising us that the game will feature more than eight cars on screen at any one time, maintaining a high framerate, realistic racing physics, ten tracks,

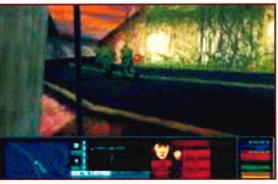


each with several variations and a mirror mode, and loads of special effects including real-time lighting, reflection mapping and skid marks - oo-er! Obviously, we'll be first with any available news whenever it breaks! T64



# оооннн, Geoffrey

e may have arguably the finest first-person shoot-'em-ups of any console on the N64, with Goldeneye and Turok 2, but it is great to hear that one of the most eagerly awaited PC games, Rainbow Six, which takes the form of a far more advanced version of, say Quake 2, running on a similar engine, is to be ported over to the N64! News is very limited at the moment, but here is an early screenshot to whet your appetites. To4





## **EXTREME ATOMIC**



intendo have just released an Extreme Green range of controllers in the US. As the name suggests, these are a garish green colour, as well as transparent! Of course, the colour is the only way in which it differs from any other joypads, but damn isn't it cool? In a minty-fresh type of way! If green is not your thing, then would-be N64 owners will be able to buy a special Atomic Purple N64 pak, which include an N64, a grey controller and a transparent purple controller. These are only planned for release in the US so far, and we Europeans can but hope! T64



## UK RELEASE DATES

#### DAL

#### November 1998

Extreme-G 2 (Acclaim/Probe) Body Harvest (Midway/DMA Design)

Glover (Hasbro/Interactive Studios

F-Zero X (Nintendo)

Space Station: Silicon Valley

(Take 2/DMA Design)

Fox Sports College Hoops '99 (Fox Sports/Z-Axis)

Turok II: Seeds of Evil

(Acclaim/Iguana)

WCW/NWO Revenge (THQ/Asmik) S.C.A.R.S. (Ubi Soft/Vivid Image)

Earthworm Jim 3D (Interplay/Vis

Interactive) NBA Jam '99 (Acclaim/Iguana

West)

Milo's Astro Lanes (Crave/Player 1)

NBA Live '99 (EA Sports)

Wipeout 64 (Psygnosis)

Star Wars: Roque Squadron

(LucasArts/Factor 5)

Superman: The Animated Series

Top Gear Overdrive

(Kemco/Snowblind)

Tonic Trouble (Ubi Soft)

Air Boardin' USA (Ascii/Human

Entertainment)

FIFA '99 (EA Sports/EA Canada)

The Legend of Zelda: The Ocarina

of Time (Nintendo)

VR Pool 64 (Crave

DexDrive (InterAct)

(Acclaim/Iguana West)

Rat Attack (Mindscape/Pure)

## FIGHTING FARCE!



idos Interactive have canned their upcoming N64 release Fighting Force believing it was not a strong enough title. The preview version of it that we saw definitely needed some tweaking it was a bit slow, the camera angle was sometimes a bit awkward and it looked too much like a PlayStation game - but with some more work it could have been an excellent game, certainly the only one of its genre on the N64. Core Design may take up the reins at a later date, but just at the noment this looks unlikely. 764





## SUPERMAN READY FOR ACTION!





earing pants outside your trousers is not the most socially acceptable of hobbies, but if you happen to be a Man Of Steel you can usually get away with it. With that sage advice fresh in your minds, we can announce that Titus Software's long awaited Superman: The Animated Series is finished and ready for release in November in America.

Based on the popular animated series, Superman puts you in charge of the spandex-clad wonder himself as he attempts to save all manner of innocent people from the evil clutches of Lex Luthor.

As Superman, you have control of all the powers you would normally expect him to have, from X-Ray vision, laser eyes and freeze breath, to, of course, flight and super strength! You have plenty of Super Villains to use these powers on such as Parasite, Brainiac and Lexoskell 5000. The game also features a four-player deathmatch mode, where you get to take on your mates, playing characters from the game in a flying battle over Metropolis! Superman: The Animated Series will hit the shelves in the US next month and should prove to be more than worthy of the license it carries! T64

## 64 BITS 64 BITS

#### ZELDA STRIKES GOLD!

Here is the first shot of the Legend Of Zelda limited edition cartridge, which comes in a lovely glittery gold colour! In order to get your gold Zelda cart, you must pre-order it from your local games store. To avoid disappointment, check before placing your order that you will get a gold cartridge!



#### FIGHTING XENA!

French developer Titus, who are currently working on Superman and Roadsters '98, are working on two games based on the adventures of Xena: Warrior Princess.

The first one is to be a 3D action adventure similar to the likes of Tomb Raider, set in the

world of the US TV series, which stars former Playboy model Lucy Lawless. Tentatively titled Kena Fighter, the second is to be a weapons-based beat-'em-up, probably quite similar to Namco's Soul Blade.

Both of the games are now set for a 1999 release.

## **Use the Four, Luke!**

oque Squadron developers LucasArts have just announced that the game will have the option to run in hi-res utilising Nintendo's 4MB expansion pak. Last month's cover game was seen running in hi-res at last month's ECTS, showing no drop in framerate and looking absolutely stunning! It has, of course, been designed with all gamers in mind, so it will still run and look great if you do not have the add-on pak, but just won't look quite so spectacular. 764



## OWEN PLAYS FOR EIDOS

Liverpool and England striker Michael Owen has signed a deal with Eidos Interactive, endorsing their upcoming Michael Owen's World League Soccer '99, the game developed by Silicon Dreams.

The title will feature technical advancements such as Pro-Logic Dolby Surround Sound, improved artificial intelligence, and hiresolution graphics. A four-player simultaneous mode will also be included in it.

Michael Owen, the man himself, is expected to help considerably with the promotion of the game in the run up to its release in April '99. 764

#### Roadsters '98 (Titus) Rush 2: Extreme Racing USA (Midway/Atari Games) Space Circus (Ocean/Infogrames) Survivor: Day One (Konami) V-Rally '98 Arcade Championship Edition (Ocean/ Infogrames)

#### December 1998

Dec. 18 Shadowgate - Trial of the Four Towers (Microwares/ Kemco/Infinite Ventures) Bust-A-Move 3 (Acclaim/Taito) Chameleon Twist 2 (Sunsoft/Japan System Supply) In-Fisherman Bass Hunter 64 (Take 2) Nightmare Creatures (Activision/Kalisto) Quake II (Activision/Midway)

#### Quarter 4 1998

Battle Tanx (3D0) Dual Heroes (Hudson) Legend of the River King 64 (Natsume/Pack-In) Lode Runner 64 (Big Bang) Magic Flute (Sunsoft)

#### January 1999

The Sequel to F1 Racing Simulation (Ubi Soft) Looney Tunes: Space Race

#### February 1999

ODT (Psygnosis) Rayman 2 (Ubi Soft) South Park 64 (Acclaim/Iguana)

#### March 1999

4x4 Mud Monsters (Take

## NEW KICK-ASS SCREENSHOTS!

cclaim have revealed more information about their exciting new South Park game, and perhaps the best news of all is that the game may well be out before Christmas!

Based as it is on the Turok 2 engine, the game is a firstperson perspective shoot-'em-up that is based around several episodes of the highly rated cartoon series. The turkeys of South Park have revolted and are running wild, threatening American tradition by refusing to be eaten for Thanksgiving. You, as Kyle, Cartman, Stan or Kenny must sort out this problem before the town is destroyed. The multiplayer deathmatch mode will allow even more

playable characters, and a mad selection of weapons ranging from a cow-gun to fart dolls! Featuring violence, gore, crude language and a subgame called "Kick The Baby", the

game will come with some kind of adult rating. Look out for a special feature on this new title in next month's issue of... T64







#### 64 BITS 64 BITS

### **ROADSTERS '98**

Take Automobili Lamborghini, keep hold of the good bits and replace the bad bits with better bits, and the result may well be Titus' upcoming racer Roadsters '98.

Roadsters '98 uses an improved 3D engine which makes the game look much better than its predecessor.

Roadsters features more than 20 original, err... roadsters, from the BMW Z3 and the Porsche Boxster to the Mazda Miata and Renault Spider. Titus have also increased the speed of the original, while having eight cars on the screen at any one time, which is more than any other N64 racer in this genre. The control of

the cars has also been updated, so you can, for example, powerslide around corners. Ten tracks plus bonuses from Roadsters is also more than you get on any other N64 racer. The graphics are superb, with the cars, tracks and backgrounds all having been brought into the pits for a major overhaul.

The icing on the cake is not one, but two multiplayer modes! The first one is, of course, the four-player guartered-screen race and the next is being kept secret, which makes us think that it could be quite special! Of course, we'll tell you what it is as soon as we pummel the information out of Titus!°

## CHART ATTACK



Excitement Direct are sellers of all things console related, and luckily you can find their advert on page 63 of this very magazine. Here is their Top Ten.

- 1. F1 WORLD GRAND PRIX ( PARADIGM / VIDEO SYSTEMS )
- 2. MISSION: IMPOSSIBLE (INFOGRAMES / OCEAN )
- 3. BANIO-KAZOOIE (RARE / NINTENDO )
- 4. ISS '98 (KONAMI)
- 5. WWF WARZONE (IGUANA / ACCLAIM )
- 6. MORTAL KOMBAT 4 (EUROCOM / MIDWAY)
- 7. GOLDENEYE ( RARE / NINTENDO )
- 8. NBA COURTSIDE (LEFTFIELD / NINTENDO )
- 9. CRUISIN' WORLD (MIDWAY / NINTENDO)
- 10. DIDDY KONG RACING (RARE / NINTENDO)

## BLOCKBUSTER

and peripherals and ide us with their Top Ten sellers. Remember that you can also hire games out!

- 1. F1 WORLD GRAND PRIX ( PARADIGM / VIDEO SYSTEMS)
- 2. MISSION: IMPOSSIBLE (INFOGRAMES / OCEAN )
- 3. ISS '98 ( KONAMI )
- 4. WWF WARZONE (IGUANA / ACCLAIM)
- 5. BANIO-KAZOOIE ( RARE / NINTENDO )
- 6. GOLDENEYE (RARE / NINTENDO )
- 7. WCW vs. NWO WORLD TOUR ( ASMIK / THQ )
- 8. GT64 (INFOGRAMES / OCEAN)
- 9. LYLAT WARS ( NINTENDO )
- 10. WETRIX (ZED TWO / OCEAN )

p Ten N64 games at the moment. As you can see, Goldeneye still tops the chart, and probably will do for quite some time!

- 1. GOLDENEYE (RARE/NINTENDO)
- 2. BANJO-KAZOOIE (RARE / NINTENDO)
- 3. F-ZERO X ( NINTENDO )
- 4. ISS '98 (KONAMI)
- 5.1080 SNOWBOARDING (NINTENDO)
- 6. F1 WORLD GRAND PRIX ( PARADIGM / VIDEO
- SYSTEMS )
- 7. MARIO 64 ( NINTENDO )
- 8. FORSAKEN (IGUANA / ACCLAIM)
- 9. MARIO KART 64 ( NINTENDO )
- 10. WCW vs. NWO WORLD TOUR (ASMIK / THQ)

## **Most wanted**

to. Shockingly, after seeing it at ECTS, Perfect Dark has beaten Zelda to the top slot!

- 1. PERFECT DARK ( RARE / NINTENDO )
- 2. ZELDA: THE OCARINA OF TIME ( NINTENDO )
- 3. BODY HARVEST (DMA / GREMLIN)
- 4. TUROK 2 (IGUANA / ACCLAIM)
- 5. WIPEOUT 64 (PSYGNOSIS / MIDWAY)
- 6. CONKER 64 ( RARE / NINTENDO )
- 7. SHADOWMAN (IGUANA / ACCLAIM)
- 8. SOUTH PARK ( IGUANA / ACCLAIM )
- 9. WINBACK (KOEI)
- 10. JET FORCE GEMINI ( RARE / NINTENDO )





## **PLANET SIGNS FOR FORBUOYS**

## Competition: N64 giveaway!



the world of videogames retail. Game Central, a division of Planet Distribution Ltd. is signed as their exclusive supplier, meaning that this festive season you will be able to purchase games products from their larger stores or

To celebrate this fact, they are going to give away an N64 console and ten Top Banana rated Manta Ray joypads. All you have to do is answer the following question.

TOTAL 64 is?

- A. The best magazine in the world.
- B. The best magazine in the world.
- C. The best magazine in the world.



Send your answer to Forbuoys Compo, Game Central, 170, Brooker Road, Waltham Abbey, Essex, EN9 1JH by the 1st December.

2/GOD/Edge of Reality/Terminal Reality) Hybrid Heaven (Konami)

#### Quarter 1 1999

1080 2 (Nintendo)

All-Star Tennis '99 (Ubi Soft/Smart Dog

Blades of Steel '99 (Konami/KCEO) Caesar's Palace (Crave/Lobotomy)

Carmageddon 64 (Stainless)

Castlevania (Konami/KCEK)

GT World Tour (Midway/Boss Game Studios)

Harrier Strike Force (Video

Systems USA/Paradigm) Harvest Moon 64 (Natsume)

Hype - A Time Quest (Ubi Soft/Playmobill

Jeff Gordon Racing (ASC Games) Jungle Bots (Titus/Conceptual Realities)

NBA In the Zone '99 (Konami)

Rugrats (THQ)

Shadow Man (Acclaim/Iguana UK) WCW Nitro (THQ/Inland Productions) Wild Metal Country (DMA Design) Winback (Koei)

#### **April 1999**

All-Star Baseball 2000 (Acclaim/Iguana) Snowboard Kids 2 (Atlus/Racdym)

#### May 1999

Shadowman (Acclaim/Iguana UK)

#### lune 1999

Re-Volt (Acclaim/Probe)

#### 64 BITS 64 BITS

#### N64 SUFFERS FROM WORMS!

UK based Team17 have hinted that they may well be working on an N64 conversion of their classic game Worms 2, the Lemmings-like war simulator based around the antics of slimy invertebrates. Worms 2 is definitely from the gameplay-over-anything-else field of games. and should provide some of the N64's best multiplayer action when it arrives next year.

#### CAPCOM RESIDENT-EVIL BEATER SHOCKER!

As well as beavering away on Ghouls and Ghosts 64, top Japanese developers Capcom are working on a game which they claim will be far better than the Playstation's Resident Evil series, which Capcom themselves were behind. The game goes under the working title of Ninja, but this will probably be changed as it is a bit pants!

#### CONKER 64 HITS DELAYS!

One of the projects that British developers Rare are currently working on, Twelve Tales: Conker 64, has been delayed to allow more time to improve the game. From the advance screening we saw at ECTS, it is already looking very much like a Banjo-beater and you can bet that the extra time given to them by Nintendo will be well spent, as it was with Goldeneye! Conker should see the light of day in the first half of next year.

### US RELEASE DATES

#### December 1998

Legend of Zelda: Ocarina of Time (Nintendo)

Top Gear Overdrive (Ocean) Turok 2 (Iguana/Acclaim) Road Rash 64 (EA)

Wipeout 64 (Psygnosis)

Superman (Titus)

Nuclear Strike (THQ) Hybrid Heaven (Konami)

Quake II (Id/Activision)

#### JAP RELEASE DATES

#### **November 1998**

Buck Bumble (Ubi Soft/Argonaut) 64 Oozumo 2 (Bottom Up) King Hill 64 Extreme Snowboarding [Twisted Edge] (Kemco/

Onegai Monsters (Bottom Up) Tonic Trouble (Ubi Soft)

#### December 1998

Bokujou Monogatari [Harvest Moon 64] (Natsume/Pack In) Doraemon 2 (Epoch) Shadowgate - Trial of the Four Towers (Kemco)

#### **Quarter 4 1998**

Akumajou Dracula 3D (Konami)

Jinsei 64 Mezase! Resort King (Taito) J-League Tactics Soccer (Ascii) Legend of Zelda: Ocarina of Time

(Nintendo) Nushi Tsuri 64 [River King] (Pack-In

Rev Limit (Seta)

SanRio Time Net World (Imagineer/

Genki) Survivor: Day 1 (Konami)

Turok 2 (Acclaim Japan/Iguana)

Virtual Hiryu no Ken 64 (Culture Brain)

WinBack (Koei)

## **JON CASTS HIS SHADOW**

orried about the Dreamcast are you? Worried that Nintendo will be crushed under the combined



Dreamcast...

might of Sony and Sega? Trust us, and

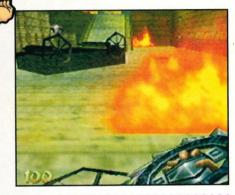
more than twice as much! The series of N64

trust Nintendo, as N64 owners are the ones with the best future. Why? Take Japan for example. We've been harping on about the insanely popular Pockemon license for months now and with good reason. When giants Konami released the PSX's most hyped game of all time, Metal Gear Solid, it was destroyed in sales by the Gameboy's Pockemon: Pikachu Special Edition, an updated version of a game most people already have, which sold

Pockemon games in the pipeline will make millions of Japanese people return to the Big N-side, which will, in turn, cause more top Japanese developers to make N64 games! Add this to the fact that Zelda, Mother 3 and Ogre Battle 3 are topping Japan's "Most Wanted" list, and that games like Turok 2 and the release of the 4MB expansion pak are signalling the start of the N64's second phase, and we are all sitting on a guaranteed gameplay goldmine for quite some time to come!

Sega have proven themselves unreliable takers for your money time and time again. The PlayStation has reached its limit with Tekken 3. No-one can even guess the limit of the N64 yet. T64









## RAYMAN RETURNS

avman, the 32-bit platform hero with no joints on his limbs will be powering his way onto the N64 soon. Unfortunately, Rayman's friends have been imprisoned by a gang of Space Pirates. In his quest over thirty levels, Rayman has many enemies to kill, loads of tricky situations to navigate and plenty of methods of transport to help him get around, from water-skiing to riding buckin' broncos. He also has a wide range of actions to help in his quest. Rayman 2 is well on its way to completion, and we'll be covering it here first. T64











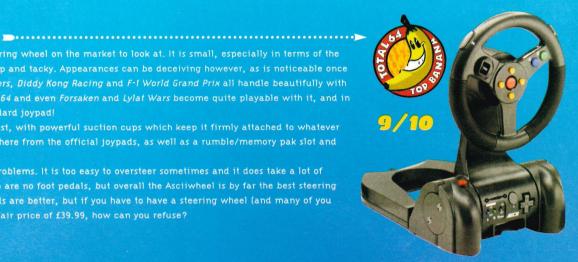
## PERPHERAL VISION

### THE ASCITUTEGL

The Asciiwheel is not the most impressive steering wheel on the market to look at. It is small, especially in terms of the wheel diameter, and actually looks quite cheap and tacky. Appearances can be deceiving however, as is noticeable once you start using the wheel. F-Zero X, Penny Racers, Diddy Kong Racing and F-1 World Grand Prix all handle beautifully with many cases it is more fun than using the standard joypad!

The Asciiwheel is actually surprisingly robust, with powerful suction cups which keep it firmly attached to whatever surface you wish to use. All of the buttons are here from the official joypads, as well as a rumble/memory pak slot and autofire switches.

Of course, like any steering wheel, it has problems, it is too easy to oversteer sometimes and it does take a lot of practice to get good with it. In this case, there are no foot pedals, but overall the Asciiwheel is by far the best steering wheel on the market. The official Nintendo pads are better, but if you have to have a steering wheel (and many of you do), then this is the one to go for, and with a fair price of £39.99, how can you refuse?



## WIN! TOP BANANA ASCIWHEELS!

Those generous people at Ascii have decided to celebrate the fact that they have achieved the revered Top Banana award – and lets face it guys, once you get a Top Banana, the only way is down - by offering four of these great wheels to four of you lucky people out there! All you have to do is answer the following question: Who invented the wheel?

- A. Dave "I didn't invent the wheel!" Perry, Gamesanimal.
- B. Stuart "Neither did !!" Handley, Gamebuster.

Court, 48 New North Road, Exeter, DEVON. EX4 4EP.

C. Ug Bonga Nog, of the Ugga-Ugga tribe, skilled stonecutter. Shove "C. Ug Bonga Nog" - ooops, gave it away there - on a postcard or stuckdown envelope to: Ascii Competition, Total 64, Rapide Publishing, 1 Roman

## GUILLEMOT

French peripheral makers are launching a new range of products soon, and you can bet your last penny that we will be reviewing them thoroughly for our next issue, as well as offering some big-up competition prizes, in Peripheral Vision next month.

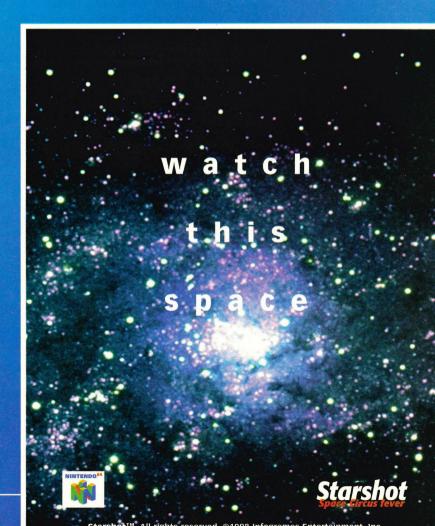
The first of these is a new N64 joypad pak, the Trilogy, which comes complete with a memory pak and a rumble pak. Here you can see it in all its glory! Stay tuned for the full playtest.

Guillemot's more exciting product is the Race 64 Shock Pack, which is a

large-diametered, sturdy looking steering wheel which comes with or without a foot pedal. The wheel also features twin motors to give the

> The wheel will retail for £49.99 with the pedal, or £29.99 without, which seems fair. It will go under



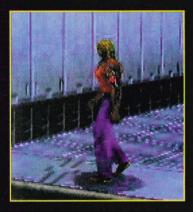


Hybrid Heaven has created an incredible amount of interest both in the press and in the gaming public since it was announced last year. So far the game has been subject to descriptions of it being a 3D adventure, action shooter and an RPG because no-one has been sure what kind of game it is. This is only just beginning to become clear now...

START

The storyline of Konami's Hybrid Heaven should satisfy even the most

ardent or cynical "X-Files fans". Set in a world where the future has gone to pot, the President of the United States of America is taken hostage



by an unknown guerilla force. A special operations team headed by Johnny Slader heads off to rescue him and soon becomes embroiled in a sinister twisting plot which takes in aliens, government conspiracies, and genetic experimentation.

The melting pot of the game that is Hybrid Heaven suits its monicker of Hybrid down to a tee. The greater bulk of the game takes the tone of a freeroaming adventure platformer, with tricky obstacles to negotiate and a fair few RPG-style puzzles to solve. Where the game becomes more a fully-fledged roleplayer though is in the combat of the game, which sometimes is action-based, and sometimes turn-based in a highly spectacular style reminiscent of that used in the Final Fantasy series or. on our beautiful machine, Quest 64.

## TURN BASED

This system requires you to use hand-to-hand combat techniques. firearms and explosives and hi-tech weaponry, and is also progressive, with you finding new weapons and learning new techniques as the game goes on. Hybrid Heaven is also progressive in other ways. For example, the genetic mutants that wander around the dirty old city, who have come from a space station where the experiments took place. themselves evolve throughout the game, and become more dangerous and more intelligent. And that's not to mention uglier

When the game was showed at ECTS it attracted a large crowd of journalists desperate to get a play of this gorgeous-looking and smoothmoving title. The actual characters themselves are superbly animated and the backgrounds are varied and imaginative, bringing to life the dingy futuristic cityscapes that Slader must travel through to find out where the president is being held captive

Unlike Konami's other big title of the moment, the Playstation's Metal Gear Solid, Hybrid Heaven has created a storm of interest not through its ridiculously-sized marketing budget but by oozing the obvious qualities of playability and graphical excellence, with more than a hint of variety and originality to boot. T64



## THE LOWDOWN

PUBLISHER: Konami

DEVELOPER: Konami

EXPECTED RELEASE DATE: Carly '99

FORMAT: Cartridge









If there's something wrong in your neighbourhood, who're ya gonna call? Ghostbusters? Don't be daft, we're not talking walking marshmallows and moving paintings here! No, Count Dracula himself has been resurrected, meaning that what we really need is some help from Schneider Belmont and friends!

The Castlevania series has been around for what seems like eternity, with

thirteen previous incarnations of the game having appeared on different platforms, including the NES and SNES. Following the adventures of the Belmont family, the games have gathered a rabid following over the years, due to their stunning atmospherics, superb music and graphics and almost unmatched two-dimensional gameplay.

It is lucky for us then that Konami have seen fit to bring the series kicking and howling into the world of 3D. Many players may be cynical of how the game will translate into a polygonal world, but from what we have seen at ECTS, the game will

instantly dismiss all critics when it hits the shelves next year.

### WHAT'S AT STAKE?

The game's visuals are already looking superb, geared towards providing a dark and frightening atmosphere for the proceedings. Most impressive are probably the levels set inside the various mansions that Schneider and co. have to explore. Lighting is provided by candles, burning wall-mounted torches and superbly detailed chandeliers, while shadows flicker across the room. Are they only shadows, and if so is anything hiding in them? These are the questions that you will be constantly asking yourself whilst playing the game, providing tension reminiscent of that which Capcom engineered for their Resident Evil games.

In addition to this, the levels are separated by high quality realtime cut-scenes which propel the story along. In one we saw, Belmont is sickened by two bodies on the floor, who get to their feet in an unnatural way and make their way towards him, clearly zombified!

There are four players to choose from in the game, and these provide four completely different gaming experiences and endings. Of course, no Castlevania game would be complete without a descendent of Simon Belmont as the main in-game character This then will be the aforementioned Schneider, who, like his stake-wielding ancestor, is well versed in the art of whip-wielding.



This whip can be used in numerous ways. It can, of course, be used to take out the numerous bad guys who litter the area, but it can also be used to solve puzzles, collect items and, for example, swing from one platform to another one. Cornell Reinhardt is a very interesting character, a master of hand-to-hand combat who also happens to be a werewolf! Quite why this creature of



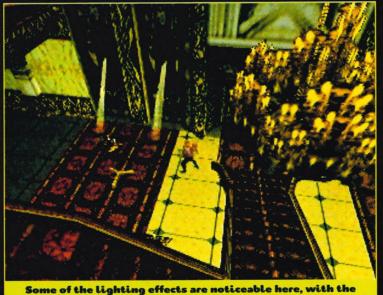
### THE LOWDOWN

PUBLISHER: Konami

DEVELOPER: Konami

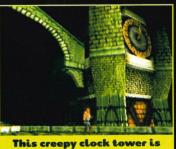
EXPECTED RELEASE DATE: Carly '99

FORMAT: Cartridge



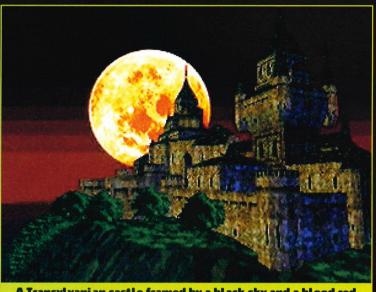
candle-chandelier, and sunlight piercing the walls





most impressive!





A Transylvanian castle framed by a black sky and a blood red moon. Could that be a bad omen, possibly? I think so..



I would not spend a night in this eerie garden for any amount of money! Lucky thing that Schneider Belmont is brave!

the night has a score to settle with Dracula is unknown, but all should be revealed in the game.

The sole female character is Carrie Eastfield, and she is only a child. She is weak in hand-to-hand combat but is extremely well versed in her longrange and powerful magic attacks. The final character, and maybe the coolest sounding, is Kola, who uses a rather fun-sounding chainsaw to slice opponents in half!

#### THRILLER! THRILLER **NIGHT!**

Unfortunately, the music was not yet added to the version that we saw, but judging by the somewhat uptempo classical scores to the previous games, it will be of a quality as yet unheard of on the N64.

The enemy Al is still undergoing development, but it sounds as if it will be very impressive, with the time of day affecting the powers and behaviour of the enemies. During daylight hours, vampires are weaker and must hide



## Castlevania is shaping up nicely to be one of the best Japanese third-party developed games on the N64 as well as the scariest game of all time

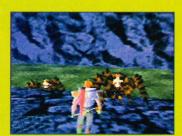
themselves away from sunlight, but their powers return as soon as the sun sets and they leave their sanctuaries, desperate for human blood.

Castlevania is shaping up nicely to be one of the best Japanese thirdparty developed games on the N64 as well as the scariest game of all time, and should provide some rather stiff competition for the likes of Shadowman when it is released. T64



## **Denizens of Doom**

Of course, Castlevania puts you up against a huge array of fearsome monsters, all serving the Grand Dark Lord himself, Count Dracula. Here are some of them...



These spiders are huge, so no amount of toilet paper will scoop them up, and I seriously doubt they'll be flushed down the loo easily



These 'ere skeletal warriors, straight from the set of Jason And The Argonauts, are sure to provide many a prickly thorn in Schneider's back



This two-headed dog from hell has double biting power, and has the added bonus of being able to able to catch two sticks at once

Can't you tell Christmas is just around the corner? Kiddies toys are plaguing TV commercial breaks, Santa hats are being sold at the market and EA Sports are about to release another FIFA game. Jingle bells to one and all.

To the delight of the true START videogame football fan, one of the biggest software producers across the board have been developing titles for our consumption on a regular basis. The EA Sports team have continually provided guality FIFA football games that have improved considerably with each and every instalment. The competition





THE LOWDOWN

PUBLISHER: EA Sports DEVELOPER: In-House

EXPECTED RELEASE DATE: Dec '98

FORMAT: Cartridge

has since become slightly more heated with the enviable release of the excellent ISS '98. The Konami group's performance has subsequently spurred the EA team into refining their own series and, with the latest contribution, they seem to have progressed even further. Unlike the previous FIFA games, the '99 version has taken a different angle, concentrating on the domestic side of football as opposed to the international side. Altogether, 220 club sides in twelve domestic leagues will now take priority, though the international squads will also be retained. The likes of Arsenal,

Paris St Germain and Barcelona will all have authentic players with the wealth of detailed statistics that we have come to expect from the series. Club football is finally getting the representation it deserves.



Apart from the general bias being shown toward the domestic football scene, there are many key changes





"CPU-controlled opponents will behave in a far similar manner to their real life counterparts."

Keeper da peace...

As the striker broke through the offside trap and penetrated the heart of the defence, the goalkeeper stood tall, made himself big and committed himself in a do-or-die situation. Well done that man!









undoubtedly elevate its popularity and also whet the appetites of fans alike. The title's framerate has been enhanced to 30 fps, making this the most fluid-moving FIFA game to date. Al has been greatly improved, for both the players on the pitch. and the audio. The CPU-controlled opponents will behave in a far more similar manner to their real life counterparts. For example, should a team be playing counter attack tactics, the players will all break forward and take up positions in the penalty area. The progress EA Sports have made with the in-game Al suggests that this could be the Acceleration and short bursts of speed have been revamped for quicker getaway capability, far more skill moves and a new ability that is rarely ever seen in football games: shielding the ball - actually fending off opponents with your back as the ball falls from your chest.





## 99?... WITH A FLAKE,

As we have come to expect from the FIFA games, the cosmetics of the package have never looked anything short of quality, Again, EA Sports have obliged. A host of different tournaments, cups and leagues, and almost every football player on the planet. The previous game detailed personal traits such as hair and



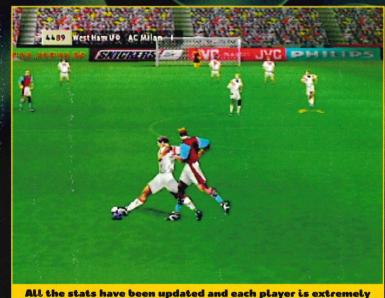
As usual, CA Sports have the license for all FIFA players and authentic replica strips. Each one is in their correct colours and style.

facial colour, as well as weight, speed vision and the usual info one would require of a footballer when selecting a team. This time they have gone further with the inclusion of a player's height. Big centre forwards like the angry Scot, Duncan Ferguson, are visually larger than some of the others on the pitch with him. This will enable you to pick out the big guns when

you're confined to your desperate long ball tactics. So far, all the signs are pointing toward another excellent piece of software, and with the domestic scene not being covered that much on our N64, this could be the biggest of them all. EA Sports should have the kit in the bag and a team coach booked, so expect a full preview in next months edition of ... T64

" Unlike the previous FIFA games, the '99 version has taken a different angle, concentrating on the domestic side of football as opposed to the international"





detailed... I wonder if it will show Beardsley's wonky chin?

Never before has the world of felines and rodents been explored to such extremity. The furry varmints and the delectable pussies are, at last, joined in the software department. Will the battle of the animal rage supreme or will Mindscape be whimpering off with their tail between their legs?

As we have come to expect from the wacky development teams that make the wheels grind in the world of Nintendo, furry superstars and colourful characters are seriously becoming the fuel behind the great snowballing N64 revolution. From the Italian plumber with the oversized moustache to the bird and bear combination of Banjo-Kazooie, bright enthusiastic gaming heroes that appeal to all ages are now undoubtedly the

popular icons the gaming public wish to see. So with this in mind, and with cartoon-style software at the height of its prevalence, Mindscape have taken these accessible animations and guided them down a slightly different path. Rat Attack, as the title itself suggests, is simply what the whole thing is about. The plot seems to be one taken straight out of an early morning children's TV cartoon. Rats are everywhere, and a group of hero cats have to rid the Earth of

these rodents before they bring down human civilisation... pretty straightforward, really...

### PUSS IN BOOTS

The storyline is a multidecade epic. In 1957, two rats, Jefferson and Washington, were the first living beings to be sent into space as part of a scientific experiment. Whilst in orbit, the craft is subsequently intercepted by an alien probe, and

PUBLISHER: Mindscape

DEVELOPER: Pure Ent.

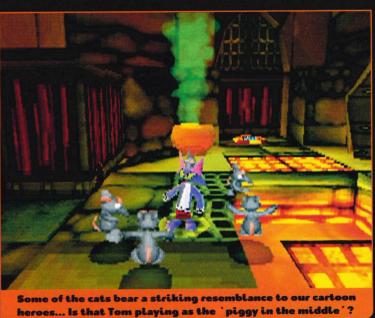
EXPECTED RELEASE DATE: Jan '99

FORMAT: Cartridge





Space Hopper?







with a snail for a hat...







## The game itself plays like the storyline suggests. Rats throughout the world are running riot and demolishing everything in their way.

after undergoing various mind- and body-increasing experiments, the two rodents become superbeings. After grabbing vast amounts of higher-intellect alien technology, they set off back to Earth with nothing but revenge on their minds. Their sole aim is the destruction of our wholesome planet.

In the light of this impending attack, a wily leader of the feline form, Professor Julius, assembles an elite band of freedom-fighting cats to prevent the assault and condemn the rats to an early defeat.

The game itself plays just like the storyline suggests. Rats throughout the world are running riot and demolishing everything in their way. Your mission as one of the scratch cats (the elite cat squad, led by Professor Julius) is to capture and dispose of these evil

creatures, utilising absolutely anything available to you. The 'Eraticator', a device invented by the Professor, is a rat-trapping contraption that must be used, but with the ever-increasing rat population, speed is a necessity and skill is imperative.

There are seven different cats for you to choose from, each of them have their own particular special 'Rat-removal' moves, personality and cartoon music accompaniment. The action is fast and furious with one to four players being able to take part simultaneously, and the whole thing is wrapped in graphics that take you deep into a Looney Toon environment.

If Tom and Jerry should happen to be your favourite cartoon duet, then Rat Attack could well be the closest rodent vs. feline confrontation on the N64 to date. This game is starting to shape up into a real milk-licking, cheese-nibbling piece of cartooninspired gaming excellence. So you'd better be prepared for a full TOTAL 64 preview coming your way in the not too distant future! T64

## **Pussy Galore**

of the Scratch Cats, upon whom the fate of the Earth is entrusted. Each have their own specialised moves and Technicolor theme tune.



Birthplace: Los Angeles. Star Sign: Sagittarius Favourite Food: Surf & turf Hobby: Skating



Name: Bob Cat Robinson Birthplace: London. Star Sign: Leo Favourite Food: Black Pudding Hobby: Metalwork



Name: Smokey Birthplace: Interlaken. Star Sign: Virgo Favourite Food: Cheese fondue Hobby: Landscape gardening



Name: Hai Jinx Birthplace: Osaka. Star Sign: Cancer **Favourite Food: Noodles** Hobby: Origami



Name: Manx Birthplace: New York Star Sign: Taurus **Favourite Food: Hamster** Hobby: Stock car racing

Acclaim are knocking on our doors like a team of roving salespersons. Luckily for us, the wares they are bringing with them just happen to be the first games of the next generation of Nintendo 64 software. This month, after playing the game in depth, we bring you a huge pre-review on the most important of these, Turok 2, in anticipation of our massive review next month.

Turok: Dinosaur Hunter was an amazing game when it first appeared on the N64 a couple of years ago. Featuring graphics and sound that were revolutionary at the time, and a level of violence that Nintendo had never been seen to endorse before,

it turned many a head in the early days of the Nintendo 64.

It wasn't that long, however, before the cracks started to show and the game soon had an army of critics. It fogged far too much, the control mechanism didn't seem to work as

well as it could have, and there was far too much emphasis placed on precise jumps that just did not seem to suit the style of game. Perhaps the harshest criticism laid at its feet was that once you were no longer amazed by its undeniable technical charms, there was nothing actually to the game. Wander around a bit, find some keys and shoot some enemies - of which there weren't really enough anyway.

Then of course, James Bond stole Turok's fire, and showed up its weaknesses to more of an extent than ever before.

Iquana's reaction was a wise one - retreat to their caves and scratch their

heads to come up with a game that would put a shotgun in Bond's mouth and pull the trigger, retrieving the mantle from the headless and bloodied tuxedowearing remains on the floor. By listening to the critics of the first game, and learning a trick or two from the Rare masterpiece, Turok 2 has been created and forged onto a 256 MB cart - a first, and twice as big as any we have seen.



### THE LOWDOWN

PUBLISHER: Acclaim

DEVELOPER: Iguana

EXPECTED RELEASE DATE: November

FORMAT: Cartridge



ll be one grenade-meets-tonsils situation for you,

sir. I'll teach you to try and bite my gun off!







This enemy has not spotted Turok yet, giving you plenty of time to lock the cerebral bore onto his brainwaves!

## By listening to the critics of the first game, and learning a trick or two from the Rare masterpiece, Turok 2 has been created and forged onto a 256 MB cart - a first, and twice as big as any we have seen!

Whereas that other title took a

on the N64. After a thoroughly superb introduction sequence, your vision clears for the first time in The Port Of Adia, where a ship in front of you, spectacularly explodes and sinks to the bottom of the dock. Several more explosions follow, and fires rage everywhere. The music is very hard to describe but it works extremely well. Classical strings and up-tempo tribal drumbeats combine to make an epic soundtrack which really draws you into the Lost Land. It is extremely atmospheric to say the least. The sound effects audible in the background are also superb, but can be quite unsettling, as you will hear

horrible blood-curdling screams and pleading from the unfortunate human population, and sickening equine noises from the domestic horses which inhabit the port. You can't really even begin to imagine the horrible things that the Dinosoids are



doing to these poor beings, but simply glancing at the ripped apart remains of freshly dead people on the floor gives you a damn good idea.

This sets the tone for the rest of the game, and shows exactly why the BBFC have decided to slap



## **Spot the Difference!**

little while to get into, Turok 2 is an

amazing experience from the word

"aaarrrrgghh!", creating a better

first impression than any other game

You all know that Turok looks better running with the expansion pak. Take a good look to see how much better.



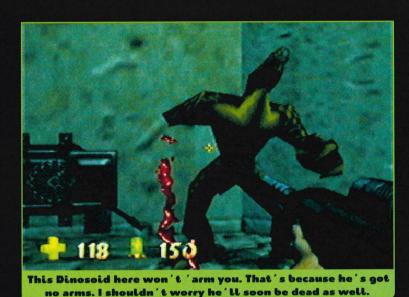






The hi-res shots are significantly better. The visuals are a lot sharper, smoother and more detailed, with the fog having been pushed back quite a way too.

TUROK 2: SEEDS OF EVIL



a 15 certificate on the game. It is the goriest game we have ever seen, making the PlayStation's Resident Evil 2 look like a stroll through the local flower gardens! If you thought that the number of ways enemies could die in the original game was guite impressive, then Turok 2 will blow you away. Quite probably with a rather large gun. Different parts of the bodies of your enemies are hit sensitive. This means that you can aim at different places to cause different types of damage. Add to that the fact that

every enemy has a completely different set of death animations, and that means that you get a total of, um... a lot! Hitting a Purr-Linn with a nasty shot to the guts leaves a tangled wound of splintered bone and dripping blood, as well as a hole you could throw a basketball through, let alone see through.

Then there is the enemy that reacts badly to a grenade-gullet interface, so badly in fact, that its head, left arm, left leg and half of its torso are lying around in little pieces on the floor. Or how about



the smaller creature whose legs thrash about on the floor long after they have said goodbye to the rest of the body?!

Of course, the only reason that all this is possible is that you are given such impressive tools with game had a range of weaponry the likes of which had never been seen before, but Turok 2 takes this idea several large strides further.

#### ONE PHAT ARSENAL...

The basics are still here, albeit in an improved form. For example, the multiple missile launcher now carries the monicker of the "Scorpion". This fires three missiles at the same target, each one inflicting more damage than the last. If you are lucky, the first missile blows your poor unfortunate enemy skywards, where the subsequent ones will guite literally turn him inside out! Eeuurrgghh! Gruesome!



Turok 2 now also gives you a sniner mode with certain weapons such as the Tek Bow (read "Rambo") and Plasma Rifle. When this is activated you can zoom right in to see the whites, or in most cases, yellows and reds of your opponents' eyes. Unfortunately, the aiming is a little hard to control at present, but since the game is not quite finished yet, it will probably change before the game finally hits the shelves.

The Razor Wind is one of the coolest of the new weapons - a huge spinni disc which slices through your enemies and returns to you like a lethal boomerang, Before

If you thought that the number of ways that enemies could die in the original game was quite impressive, then Turok 2 will blow you away. Quite probably with a rather large gun!

## **Tools of Death**

Turok 2 features the coolest selection of weapons ever to grace a videogame and quite varied they are too. Here are some of the baddest, that are sure to cause many



The flamethrower has superb fire trail effects, and causes enemies to run around on fire! It also has a pilot flame burning all the time!



This is the Firestorm cannon, a faster and more powerful version of the minigun from the first game. Unmatched in chaotic death-dealing!



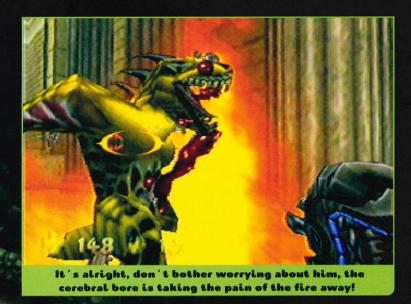
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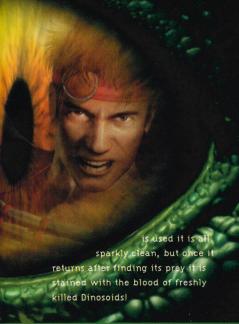


The Razor Wind has, as you can see, been used recently. It's a good thing Turok was the Frisbee champion in cubs, or he might lose his hand!

ISSUE TWENTY ONE







Perhaps the best of all is the Cerebral Bore. This is a weapon that has to be precisely locked on to an enemy's brainwaves before it can be fired, so it is often best used with motionless opponents who have not yet noticed you are there. Once fired, a miniature drill will follow them until it has locked onto an enemy's skull - if they hide behind a wall, expect it to go around after them, or even more spectacularly, drill through the wall to achieve this. Once it has attached itself onto an enemy's cranium, the drill plunges between their eyes, taking a seemingly agonisingly long time to kill them, as pints of blood, mashed brain and cranial fluid spill onto the floor. It's beautiful!

#### a headache for the Dinosoid maurauders. What's the damage?



The good old pump-action shotgun makes a handy return. Not the most powerful of guns, but enough to blow a gaping hole through this particular baddie!



The Cerebral Bore is a personal favourite. Laugh gleefully as it plunges deep into the brain of this merciless marauding beastie!



Bumble. Hey - who's used a screenshot for the wrong game?

#### HI-RESOLUTE YOU. SIR!

The graphics are perhaps the best that have been seen on the N64 so far, in terms of design as well as technical considerations. The first level is perhaps the most impressive. Set in a destroyed port town, it is filled with rubble, burning fires and impressive background objects such as cranes, ships and statues. The graphics easily surpass the original, with groundbreaking animation which is both detailed and well designed. The lighting effects are also superb, using multiple light sources from fires to flares to flashlights to various other mindbending effect. All this is, of course, before we throw hi-res into the equation. Running with the 4meg expansion pak makes the already impressive graphics twice as good, setting them on a par with a top-end PC! The difference really is remarkable, adding far more detail and giving the game incredible smoothness.

Turok 2 also addresses the original game's linear feel by adding a series





of mission objectives, adding more depth to the roam-and-shoot action. Of course, the most depth will be created by the four-player mode that unfortunately is not up and running yet, but Iguana are confident that the different types of creature you can play as, plus the ability to climb and swim through the deathmatch, will put Goldeneye's effort firmly in the shade.

There are still a few bugs in the game, but these should be ironed out soon. Turok 2 must be considered frontrunner for game of the year, and so after playing the finished version all the way through, we'll tell you if this is the case in next month's review! T64





You are alone. There are no signs of life in the recently populated village you are exploring. You crouch down and look at the ground thoughtfully. You realise with revulsion that it is covered in blood. Before you have time to be disgusted, a multi-limbed creature bursts through the wall next to you. With lightning quick reactions you force a grenade down its throat and run, before you can even see what it is. You are Adam Drake, there is nothing left of that creature, and just what the hell is going on?

Harvest time should be START a season of merriment and joy. Every year, joyous farmers set out to their fields with their scythes mowing down their fields of wheat, while little field mice scamper around feasting on the ears of corn which are left on the floor, if they have not been sliced in twain by overexcited sickle wielding men in wellies and tweed caps, who are prone to shouting "Get orf moy land!".

All over the world, young children mischievously pilfer tins of food from the kitchen with a glint in their eyes, knowing that they will make elderly people or other less fortunate children happy for a while.

Unfortunately, there's always someone who has to throw a big spanner into the works, ignoring Common Agricultural Policies and just being downright rude. In this case, it's a race of ugly, multi-limbed giant insectoid alien mutant scum that have descended on the peaceloving peoples of Earth, (peaceloving? Earth?! – Ed.) during several different time periods, to harvest them for some dastardly intergalactic fast food chain.

## LOST MY HEART TO A STARSHIP TROOPER!

Of course, the human race, being the resourceful and intelligent species that they are, are not going to sit back idly and watch their friends and small children being eaten, so in the future, they have developed a genetically enhanced super-soldier, Adam Drake, who is mankind's last chance of survival.

You, as Drake, must traverse five huge levels, set as they are in several distinctive twentieth century timezones, clearing them of all those harvesting Aliens using the variety of methods at your disposal. These include over a dozen weapons that should rival those seen in *Turok*, but this is not all, oh no. Throughout the game, you will encounter many vehicles that you can, if you know

## THE LOWDOWN

PUBLISHER: Gremlin

DEVELOPER: DMA Design

EXPECTED RELEASE DATE: November

FORMAT: Cartridge



The more spectacular the alien insect breed, the more spectacular the death - Check out the carnage!







Body Harvest carries the "honour" of being the first N64 game to carry with it an '18' certificate, meaning that all you little kids will have to get your parents to buy it for you.

how to, get in and drive/pilot/ navigate. These range from a fire engine to a cable car to a rather large ship, and luckily, many of these, like the tanks and the war planes, are fully kitted out with a range of bug-busting artillery, thus increasing the size of your arsenal quite considerably, which is a rather useful thing. Body Harvest holds the "honour" of being the first N64 game to carry with it an '18' certificate, meaning that all you little kids will have to get your parents to buy it for you.

This is because the game is truly sick. You will often unwittingly stumble upon aliens with huge mandibles eating screaming people, and if you shoot them in the belly, they will explode, leaving remains of part-digested people littering the surrounding area! Put it this way, if Turok 2 is only a '15', then Body Harvest must be very gory indeed! It actually has a body count

## More than the sum of it's parts!

One of the strengths of Body Harvest is the amalgamation of game styles which make it entertainingly diverse. Here are some of the main game styles...



ROLEPLAYING: There are hundreds of characters for you to interact with, and most of them are willing to help you. If you treat them right.



EXPLORATION: There are absolutely huge playing areas, and loads of buildings for you to explore, if you can find a way into them.



<u>VEHICLES</u>: The many vehicles in the game are essential to getting to certain areas or completing specific tasks. They also pack firepower...



<u>BLASTING:</u> There are many weapons, and many, many aliens for you to try these out on, providing some of the best blasting anywhere!



signifier that rises steadily during the game! This signifies Nintendo's new marketing stance that is now providing the very best in adult entertainment as well as the best games for kids, and all we can say to them is "Well done ... and about time too!".

#### **BUGS IN MY...**

Body Harvest, like Mission: Impossible





Adam falls prey to a huge set of mandibles - we hope that armour is tough or else he'll end up as insect fodder!

## Body Harvest will be one of the most gorgeous looking games on the N64

before it, is an amalgamation of game styles that combine to create a game which does not easily fit into any established genre. Unlike Mission: Impossible however, it is executed well. Body Harvest takes the stance of a third-person exploration adventure shoot-'em-up. There is



also a heavy tilt towards role-playing, with lots of puzzles to solve and lots of people to interact with to help you to reach your goals. This is not all however, as the aforementioned sixty, all handle differently and are essential to progressing through the game successfully.

Also like Mission: Impossible, Body before the N64 hit the streets and was planned to be a launch title for the machine. Luckily however, with DMA, like Rare, being a part of Nintendo's original "Dream Team the big N have given them the time and resources that they need to make

## Planes, Trains and Automobiles!

Adam Drake will stumble across loads of different sorts of vehicles during his time-travelling insect-blasting adventures. Here are just a few of them...



In the streets of New York the best way for a quick getaway is in this yellow taxi! Bet the aliens had a feast, eating all those fat Yanks...I mean portly Americans!



This old-style police truck is hardly likely to make the aliens pay attention...they wouldn't have come to conquer Earth without bringing their lawyers!



Now this is more like it! This WWI style biplane perhaps may not represent the cutting edge of technology, but it does carry a meaty great machine gun!



Looks like a scene from Jurassic Park, doesn't it? This ship may not pack much firepower, but it's useful in those stormy watercrossing situations!



The tank on the other hand does pack a mighty punch, and it is sure to make a lovely crunchy sound when you run over alien exoskeletons! Sorry, Lips!..



This vehicle is only available in the last level, and is a hybrid of a hovercraft and some futuristic laser-wielding tank. You'll need it against these guys!







this game as good as it can be, and we have a feeling here at Total 64 that, along with Zelda and Goldeneye, this will be one of the top videogames of all time.

For example, if you cast your eyes over these pages and checkachecka check out the beautiful screenshots, no doubt you will notice what we all saw at ECTS, that Body Harvest will be one of the most gorgeous looking games on the N64, with highly detailed backgrounds and some beautifully



Personally, I would much rather go up against Godzilla..."

Adam suffers from a serious case of crabs.





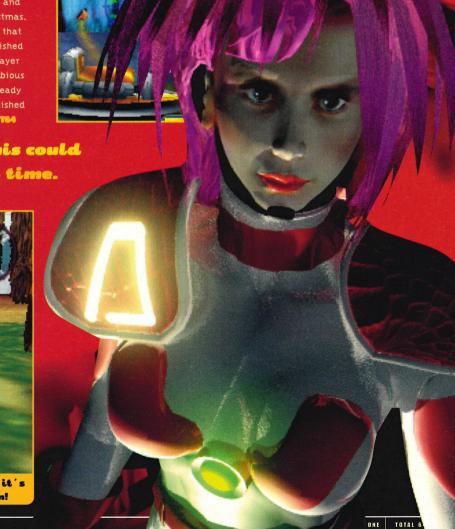
designed and animated insects for you to splatter over an area the size of Wembley Stadium.

Do not fear my friends, the time given to Body Harvest will be the reason why it will be so great, and we will see it this side of Christmas. Don't go buying another mag that specialises in reviewing unfinished carts with unfinished multiplayer games to rip you off with a dubious "exclusive" tag. Instead, get ready Tu-rok with our review of a finished Body Harvest cart next month!

Along with Zelda and Goldeneye, this could be one of the top videogames of all time.



Adam Drake stops off to refresh himself with an ice-cream, it's hard work being a hero. However, remember your mission!



Infogrames take us on an intergalactic ride with the Big Top antics of an outer space clown. With knowledge capable of taming the most eager of lions, Starshot has trundled into town in true Technicolor platform style... The art is formally known as Space Circus!

Back in the days of
Issue 17 of TOTAL 64,
we brought you an
early preview of the
outstanding-looking platform
adventure, Space Circus. The
star of the game was a
mischievous teenage
juggler called
Starshot, and his

mission was to prevent the demise of the Space Circus from a rival troupe called the Virtua Circus. With two loyal robotic colleagues in tow, Windfall and Windfly, Starshot roamed many different worlds in search of new acts for the troupe, whilst evading the evil plots of the rival group intent on our hero's destruction. Being a reject from a genetically programmed force of warriors, Starshot had already amassed powers far in advance of his big top entertainer friends. He





## THE LOWDOWN

PUBLISHER: Infogrames

DEVELOPER: In-House

EXPECTED RELEASE DATE: November

FORMAT: Cartridge

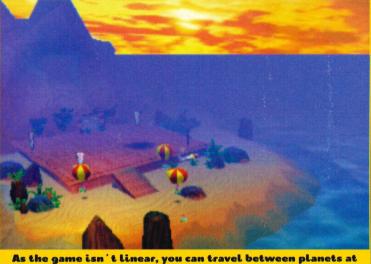


Starshot has to deal with just about everything and anything... a vintage golf cart without a driver, I ask you!

STARSHOT







will... albeit just to look at the beauty of them alone.

## There are seven different worlds for you to explore and each throw up their own wacky collection of extraterrestrial inhabitants and villains"

had the ability to control stars, both by hand and also with his thought patterns, and his athletic skills were a match for anyone he came into contact with. Taking orders from the head honcho of the space circus, ringmaster Starcash, Starshot sets off on an inter-planetary adventure to rid the world of Wolfgang Von Ravel (ringmaster of the Virtua Circus) and to scupper his evil project.

### STARS IN HIS EYES

As the Infogrames software climbs ever-nearer to completion, the original title of the game, Space

Circus, has been changed. With such promising results thus far, and high expectations, it has been decided that the new name will place more emphasis on the lead character. Starshot is the chosen header, and



with the intergalactic juggler playing such a good lead role, who can blame Infogrames for changing it? It is hoped that he will be affectionately received by the public, and taken to their collective hearts in exactly the







same manner as Banjo and Mario already have been.

As we managed to get our hands on an updated version of the game, we thought it only fair to show it to you immediately. The game is now shaping up very nicely, with the animation running a lot smoother with lots more characters for (>)



## A guck cookery lesson

It might look like an original piece of software, but platform adventures have almost always been inspired by platform adventures before them.



Grease the pan with a large amounts of the PlayStation's Pandemonium style gameplay.



Add Mario and Banjo for their accessible lead-character appeal and quickly bring to the boil...



Thicken with the graphics of an EarthWorm Jim 'Toon Town meets Sci-fi' style, and leave to cool...



Finally, pour over the free roaming world of Mario 64 and serve with celery on a bagel. Enjoy!



There is a fully moveable camera that allows you to zoom in and out at will, even just to admire the pretty surroundings.



A quite evening in somebody else's home. Why are the chairs facing away from the TV though? Do these people have no idea?



us to see. There are seven different worlds for you to explore, and each throw up their own wacky collection of extraterrestrial inhabitants and villains. Each of these planets have a theme and an appearance unlike any of the others. Tensuns - the holiday planet, is a great mass of sprawling desert, Ultimacrash - the planet of perpetual crashes, is nothing but a haven for wrecked spaceships and discarded metal, and Primitron - the planet of organised exotics, is a false jungle set amongst a real one where the natives wear nothing at all but primitive clothing and live in shacks. With Starshot being a non-linear game, you have the ability to travel to any of the planets whenever you want to and in any order you choose.

various puzzles must be solved and tasks performed though, so one visit to each of these may not be enough.

### TWINKLE TWINKLE

Graphically, Starshot looks utterly incredible. There is so much colour, each of the characters are well defined and there is no sign of fogging at all. The whole game is played in full 3D and gives you complete freedom to move and interact with almost everything in the environment. The music is also top draw. Weird, atmospheric tunes

"Taking orders from the head honcho of the space circus, ringmaster Starcash, Starshot sets off on an inter-planetary adventure to rid the world of Wolfgang Von Ravel"

## The good, the bad and the...











The native extra-terrestrials come in various forms. You will even find orange Moomins with four eyes each.

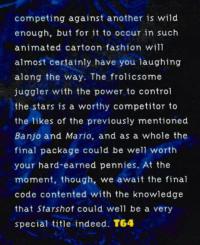
## "There are seven different worlds for you to explore and each throw up their own wacky collection of extraterrestrial inhabitants"

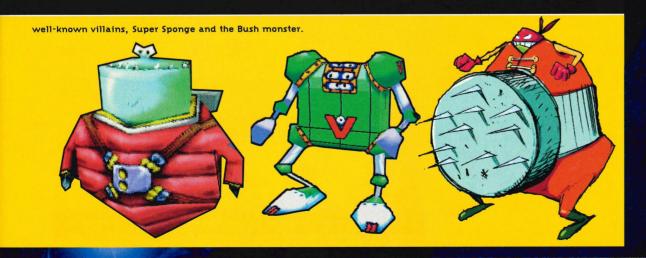
work alongside some cheery upbeat jingles to create an ambience relevant to occurrences within the game, from the clattering of futuristic metallic tunes to the swing of a Caribbean sunshine melody. This is a good example of music working in harmony with whatever is

happening on screen.

Starshot, despite the game name changing, still looks like a fine title that will definitely turn more than a few heads. Infogrames have created a whole new universe, full of weird, wild and wonderful creatures, and invented a charismatic hero who will

appeal to all ages of the gaming spectrum. The very slightest thought of one intergalactic circus that is







Picture vourself in the distant future, racing some technologically advanced spacecraft at high velocity over treacherous tracks and through fluorescent tunnels. The G-force has moulded your facial skin to the back of your head and there's a lunatic chasing you with nuclear weaponry... Prepare for Wipeout!

## THE LOWDOWN

PUBLISHER: Midway

DEVELOPER: Psygnosis

EXPECTED RELEASE DATE: Nov. 30th

FORMAT: Cartridge



One of the highlights of '98 has undoubtedly been the news of Psygnosis developing for N64. The joyous announcement came in the late spring, and with Wipeout being their first project, we all had reasons to be cheerful. Issue 19 showed you the first glimpse of this mighty title and now the preview has arrived. Stunning is not a strong enguah word

The original Wipeout took the Sony PlayStation by storm in 1996 and still today, continues to sell strongly. Two

"One of the highlights of '98 has undoubtedly been the news of Psygnosis developing for N64."





years into the future though, and with the superior 64-bit technology, the title that set earlier standards for racing games looks set to do so again. With the game nearing completion, vibes of confidence are leaking from the Psygnosis office... and why shouldn't they? When it first hit the console format, Wipeout looked



Unlike some multiplayer games, the split-screen mode is as good as in the single-player. The speed doesn't decrease at all.

WIPEOUT 64









## "Trippy dance sounds from acts such as Propellerheads and Fluke, amongst others, will make warmly welcome aural appearances"

stunning and played equally as impressively. The N64 offers more of the same – but much, much better. There has recently been an influx of good quality racing software on the N64, redressing the balance in this genre's sparse market. FI Grand Prix, S.C.A.R.S. and Extreme-G 2 have all picked up the discarded gauntlet and proved the Nintendo hardware is a capable medium.

#### WIPE THE FLOOR

As expected, the most valuable element that made Wipeout so popular – the speed – has been retained. The animation is smoother than a pair of velvet pants and the realism of the celerity is second to nothing else on the Nintendo. Fast, frantic action combines superbly with the gorgeous graphics to create a game worthy of the respect it has already gained. Should you be fooled into

thinking the PlayStation has had the best part of the Psygnosis software, then worry not, this is a special addition to the Nintendo library that will disperse any harboured fears when you first 'boot it up'.

A disappointing feature, so far, is not misunderstand, they are among six of the most treacherous, twisting, seat-wetting circuits you will have seen on the N64, each looking as superb and each playing equally impressively as the next. But with such a limited number to experiment with, longevity should wander into the argument at some stage. There should be some bonus circuits as well, but surely, in the light of today's technological progression, double figures should have been reached. Trippy dance sounds from acts such as Propellerheads and Fluke, amongst others, will make

warmly welcome aural appearances, ensuring the gaming experience is covered in all departments.

So far, Wipeout 64 is looking like a rather special piece of work. The soundtrack should 'ave yer bass woofers thumpin' and yer eyes dancin' to the visual treats on offer. The racing genre is, at last, bubbling away nicely on the N64, and Wipeout 64 looks to have a long part to play in keeping the fires alive. A full review will by flying your way in next month's issue of your favourite mag... 164







world, the odd hideous carved face pops up now and again.



## TOPLEM

# 157.98

There's nothing quite like getting muddy, just ask the average Hippopotamus, but for many the only real car racing is rallying, a sport that pits man and his machine against the elements. Infogrames are set to bring that experience to every N64 owner in the land.



When Infogrames released V-Rally on the PlayStation it basked in the knowledge safety of the fact that it was the racing of its kind on that ce something of killing as all racing fans speed down to the s to get a piece of the action.

ere somewhat concerned by the publicity surrounding V-Rally can be sure that our crack TOTAL newshounds have been g relentlessly after every bit of formation on every potentially hot

## THE LOWDOWN

PUBLISHER: Infogrames

DEVELOPER: Eden Studios

EXPECTED RELEASE DATE: November

FORMAT: Cartridge











game that we learn about. V-Rally was no exception; when Infogrames told us that they were making it we were very anxious to pop as much in

the mag as possible, but very little

was forthcoming.

However, fear not, we were able to give the game a bit of a play at ECTS. Better still. Infogrames (bless 'em) came down to our offices with a copy of the game so that we could check out just how this little beauty is shaping up.

# **GET YOUR MOTOR** RUNNING...

For those of you who were no doubt worrying that the N64 version of V-Rally would simply be a cheap rehash of last year's PlayStation version, fear ye not! Infogrames have spent the last year utilising everything that

they learned from the original to create the ultimate rallying game that fully takes advantage of the N64's 64-bit power.

The finished cartridge will contain twelve 1998 rally cars by Subaru, Mitsubishi, Nissan, Peugeot, Renault and Toyota. Also, exclusive to the N64 version of the game are to be cars from Citroen. Hyundai and Volkswagon.

With these all-new 1998-liveried rallying beasts, you can traverse (at high speed of course) over eight different world stages. If variety is the spice of life, then V-Rally 64 is a rather spicy dish full of rather spicy spices. You'll be able to enjoy the visual splendour of the French Alps, the muddy tracks of the English countryside, or even further afield, in New Zealand (just watch out for the sheep).



The place where your foot twitches and sweat dribbles down your brow... It's not a reflexology clinic in Brazil, it's the starting grid.

# THE LONG AND VINDING ROAD...

The look of the game at the moment is mightily impressive with no fogging whatsoever (except for the levels that are supposed to have fog in them, of course). The night driving, for instance, looks excellent, with some extremely convincing headlight effects.

However, thus far into development there are a few niggling problems that if left unrectified will undoubtedly spoil an otherwise superb game. At the moment, the game suffers from some pretty awful pop-up, as trees and background scenery zip into view as if by magic, which is rather reminds you of the game's PlayStation heritage. If there is one upside to the pop-up it's that the PAL version that we played is incredibly fast - by far the fastest carbased racing game on the N64.

Disappointing also at present is the multiplayer option; earlier reports had suggested that V-Rally would be enjoying a bit of four-player action. However, it would seem that you will only be able to play the game with one other mate. Early plays suggest that even with merely the one other annonent, the slowdown is harrendous (we are talking slow-motion city).

Nevertheless, we have yet to see a finished version of the game and we confidently expect that when finished, all the above problems will be ironed out to make it one of the most exciting racing games of the year. You'll find a review in next month's... T64



" If variety is the spice of life, then V-Rally 64 is a rather spicy dish full of rather spicy spices."

# **Crash Test... Dummy!**

Crashes come all too often in the dangerous world of rally driving. Some of them can be spectacular car rolling moments, and some of the less exciting head-first-into-a-tree variety.





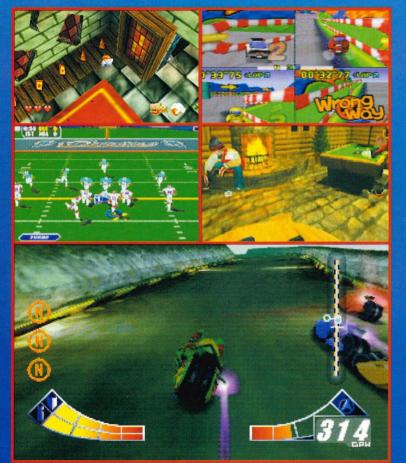




# 

# APPROVED OR REMOVED THIS MONTH

Once again, ladies and gentlemen, TOTAL 64 have offered their arms and legs (and any other bodily appendages they could find around the palce) in order to bring you, our readers, the latest hot pots from Nintendo land. Check out the best wrestling game EVER, and a whole collection of other top stuff... let's get in there!



# 40, EXTREME-G 2

Extreme is not a strong enough word to describe this beauty from giants Acclaim. Strap yourself in well, we're going for a real ride..

# 46. WCW V5. NWO: REVENGE

Take in the world of large oiled men in tight-fitting underpants. The boy Jon wrestles with all his grammatical prowess to bring you the truth.

# 52. GLOVER

A bird in the hand is worth... Yeah, Yeah. The Glove is the star in this puzzling platformer... Will it get the thumbs up? Or is there a hand solo somewhere?

# 56. Penny racers

Mini racers in a miniature racing world. It might not be a catchy song title, but this is certainly an addictive little number.

# 50. 1080° INOWBOARDING

Surf the white powder with the latest extreme software to land on the N64. "Wohhh ... Dude, No Way!"

# NFL BLITZ

Engage in violent, metal-head, football action of the American style. "Smoke me a chilli dog, I'll be back for breakfast."

# **62. NASCARS '99**

Simply take your car for a pant-filling drive at some outrageous speeds. Who needs Tom Cruise when EA Sports keep obliging!

# MEWS BREAKDOWN







The CONTROL FREAK box will not only tell you what the controls are for the game but will also let you know how well they work and how that affects the gameplay.

In the INFO BOX you'll find useful information on memory requirements, number of players, rumble pak compatibility and cartridge size.

# TOTAL 64: WHAT'S IT ALL ABOUT?

90-100

These are the games that just have to be in your collection. For a game to achieve this phenomenal score, it has to excel in every possible way and keep you playing for months. Buy these games...if you know what's good for you!

ISSUE TWENTY ONE

80-89

Good but not great. These games are likely to be very good but fall short of excellence because of one or two things, usually how long they'll last you. After all, if you shell out 50 notes for a game, it should last you more than two weeks. Right?

60-79

Good to average. There will be some of you out there who will enjoy these games but only if you're a fan of the genre or if you're easily pleased. These games will probably fail to push the N64 and lack any kind of innovation.

40-59

These are the games that promise much but fail to deliver. Miserably. You may be tempted by pretty packaging or by advertising hype but we warn you - don't. Just don't, alright?

20\_39

Are you mad? Games that get a score in this range will probably have one or two redeeming features but nothing to keep you playing for more than ten minutes. leave well alone.

This is a friend-threatening catastrophe. If you own a title that has fallen into this grade. YOU MUST GET RID OF IT! There is a chance your mates will laugh at you behind your back... and you'll never get snogs at the local disco!



# SIMON **'SHEPHERDS' FRIEND' PHILLIPS**

- 1 Turok 2
- 2. Extreme-G 2
- 3. NHL '99
- 4. V-Rally
- 5. Goldeneye SNEAKS: Nascars '99

# JON 'IT TAKES TWO' AUSTIN

- 1. WCW VS NWO: Revenge
- 2. Turok 2
- 3. Goldeneye
- 4. Diddy Kong Racing
- 5. Extreme-G 2

B\*WITCHED: OffRoad Challenge

# HOW COULD YA' DALZELL

- 1 Turok 2
- 2. Extreme-G 2
- 3. ISS '98
- 4. WCW VS NWO: Revenge
  - 5 Wipeout 64

REMOVALS: Dezaemon 3D

# **'QUICK, TOILET ACTION**

- 1. ISS '98
- 2. ISS '98
- 3. ISS '98
- 4. 155 '98
- 5. ISS '98

FAITH HEALERS: Virtual

### Introducing... the TOTAL 64 awards! All games that score 90% or higher will be given the great honour of receiving the Top Banana award. Anything that scores below 39% will get a TOTAL 64 Slip Up - avoid at all costs!





# HANDLEY

- 1. WCW VS NWO: Revenge
- 2. WCW VS NWO: Revenge
- 3. WCW VS NWO: Revenge
- 4 WCW VS NWO- Revenge
- 5. WCW VS NWO: Revenge BROWN SHOES: WWF

Warzone

# VERDICT SOUND PLAYABILITY

The VERDICT BOX stavs pretty much the same, but we've done away with the percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between an 82 and 83 percent sound rating?



1ST IMPRESSIONS lets you know what we thought of the game after that all important first ten minutes.





REVIEWS ROUND UP has been totally revamped and now gives you all of the information that you would expect from a review - albeit in a bite sized chunk! You can make those all-important purchasing decisions, safe in the knowledge of what you're getting.

INFO

PUBLISHER: Acclaim

DEVELOPER: Probe

PLAYERS: 1-4

GAME TYPE: Futuristic Racing

VERSION: PAL

SAVE GAME: Memory Pak



RUMBLE PAK: Yes



CARTRIDGE SIZE: 128MB



Motorcycle mechanics and the art of N; the sequel to the hugely successful Extreme-G revs its engine and sets about its quest to blast its way to the top of the racing charts. We check out the racing game that has two wheels firmly placed on the ground - well, most of the time that is!

# **Ist Impressions**

This is the gaming equivalent of a rollercoaster ride, and as long as it plays as good as it looks then we are in for one helluva racing game!

යි ව-ඉඟාමෞවසව



No matter what the future holds, Honda will still be making some seriously big-up motorbikes.







# CONTROL FREAK



# **ANALOGUE STICK**

Controls the fluid movement of vou bike.

# 2 'A' BUTTON

Fires your gun.

# 3 'B' BUTTON

Brake.

### 'C' BUTTONS

Top 'C' Button- alters view point. Right 'C' Button- fires collected weapon. Bottom 'C' buttonturbo. Left 'C' Button- releases unwanted collected weapons.

# 'Z' BUTTON

Accelerate.

### **6 START BUTTON**

Pause...

# 7 D-PAD

Unused.

# SHOULDER BUTTON

Right shoulder button used for extra sharp corners.

he battle of the futuristic racers begins right here; admittedly, we have already reviewed the import version of F-Zero X which was considered by many to be rather good. However, that aside we are now into the PAL wars. First on the racing line in this all-important qualifier is Extreme-G 2. Of the three main contenders, F-Zero X, Wipeout 64 and Extreme-G 2, only Acclaim's title has any previous form, and if the rather famous German motorcar company's latest 3-series advertising campaign is anything to go by, then this sequel should, by rights, bear all the characteristics of the first, with significant improvements.





# **Getting better** all the time...

Extreme-G 2 is an allround improvement upon the first game, which despite receiving richly deserved praise, has begun to look somewhat long in the tooth. Those of you who bought the first game will no doubt be more than a little familiar with the premise behind the game. Very little has changed - race like mad on one of fifteen futuristic superbikes that are fully laden with turbos, and if you can handle it, shoot at your racing foes. As before, once

in the race you are able to collect the weapons that you can use to more effectively dispense with those little critters in front of you.

Whilst the raceand-shoot format that is employed in Extreme-G 2 will be instantly recognisable to those of you who have played Mario Karts or Diddy Kong Racing or the like, it is the manner, the presentation and the depth of gameplay that separates



See, it's not always dark in the world of Extreme-G 2! Sometimes it looks positively Utopian... Brave New World anybody?

EXTREME-G 2





Extreme-G 2 from not only its more obviously direct competitors, but also other types of racing games.

# Ever Decreasing?

Probe have worked incredibly hard to make the front end of the game look the business, taking the circle as the predominant motif. You'll find it





Why don't they let you put 'L' plates on these things? Unless you are prepared to learn those tracks you will end up facing the wrong way.

everywhere - just look at last month's preview! It is used on the selection menu along with cool-looking icons that signify the different levels (and the like). This helps to push the N64 away from its flowery image that has so blighted its progression in the console market. Whilst it is no bad thing that the younger audience has been very well catered for, it is clear that for the N64 to capitalise on its success it has to start looking at the rapidly growing older audience and redress what is beginning to look like a rather large software imbalance.

Acclaim seem to be at the forefront of this wave of change with the likes of Forsaken, Turok 2 and the somewhat dark looking Shadowman, Extreme-G 2 is no exception, it reeks of quality and it targets exactly the kind of audience that Nintendo are now aiming at.

# **Hard-Course** Action!

There is really only one question on your (ahem) lips: how does it play, how does it play? That guestion can be

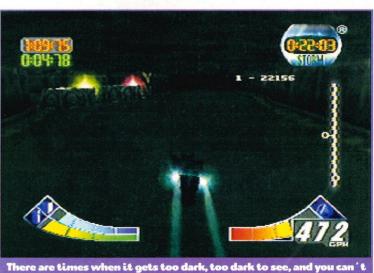
# BADASS' COMMENT

If speed is your thang, then fear not, this will certainly cater for your skin-tightening, G-force needs. The age of the futuristic motorbike has joined us in its brilliant, fast-action style. Extreme-G 2 plays like an addictive doughnut... it'll have you feeding until you pop, and your hands will be in a right mess. The ability to collect weapons takes it down an alternative path from the mainstream racing simulation, and with four-player quartered screen action, your friends can also partake in the

frivolities. There is certainly more appeal from Extreme-G 2 than many other racers that have recently appeared on the N64 console, both graphically and overall. This should be on your letter to Santa, but don't expect to see Rudolph on one of these metal beasts delivering it... take it to the extreme!

# There is a rather dark and post-apocalyptic look to many of the tracks, think "Bladerunner"





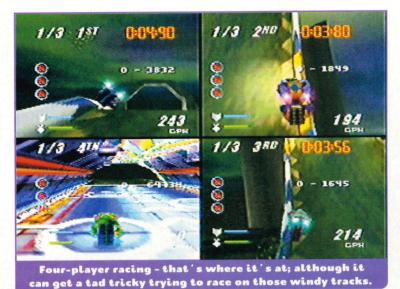
take it any more... fortunately, there are some headlights to pick up .

EXTREME-G 2





answered in just three words: 'fast', 'frantic' and 'frenetic'. Never ould a title of a game be more apt, the racing is guite literally to the extreme. Each race is always fast, and getting to grips with your monsterous machines is rather like wrestling with a big woman. This is as it should be - after all, you are racing in a rather large and powerful hybrid of a car and motorbike over some of the most windy courses that you are ever likely to come across.







# All in all, the package that Extreme-G 2 offers is mighty fine; intense racing, wonderful graphics, atmosphere, and more tracks than you could rev your throttle at.

designed, not only at the front end of the game (where you choose your steed) but also in the races themselves. In the original, the bikes tended to look a little bland. Not so in the sequel, as each of the vehicles has a very distinctive (ahem) rear end.

The more fashion-conscious of you out there will also note that the game carries advertising by both Diesel and Honda, the timing is also sponsored by Storm. However, those of you who are more interested in the game will be pleased to know that the tracks are also incredibly

detailed and more than a little atmospheric. There is a rather dark and post-apocalyptic look to many of the tracks, think "Bladerunner" and you won't be far off. Often they are set off by serene moonlight, which in turn is occasionally obliterated by flashes of lightning. Fortunately, unlike Wipeout, Probe have had the sense to add more variety to their tracks: here you will find yourself hammering through dense forests, industrial wastelands and even through what looks like some sort of futuristic Utopia. When you have 36

tracks to play with, it would be pretty foolish to make them look similar, wouldn't it?

Emphasis to track design has not stopped purely at the aesthetic. Critics of the first game chided the layouts of the tracks, saying that they were all too often not wide enough in places which made steering and overtaking a tad difficult. Well, it is good to relate that that too has been focused upon, and rather like the M1, the roads that you race down are now (in the main) wider.

# Riders ready...

Style is

Everything

The actual bikes

themselves are

immaculately

Here are the initial characters that you get to choose from. They are a mean looking bunch, not the sort of people that you would want to meet down a dark alley...





















# **SHADOW SPEAKS**

Extreme-G 2 impresses from the offset with a fantastic front end and glistening presentation, with drum and bee-ass music which give the game some instant credibility.

Things go up a notch once you enter a game, with superlative graphics and real-time lighting effects. The amount of detail in the lush backgrounds is almost unparalleled, with advertising billboards flashing past, flocks of seagulls disturbed in your wake and forked lightning piercing the bleak night sky. This sequel improves quite a bit on the problems experienced by its predecessor, but it is still not perfect. The multiplayer modes are often not up to scratch, for example, and it is very hard to get used to the steering on your bike. Of course, if you have the patience, this is a good thing, as with practice you will come to be at one with your metal steed. Overall, I reckon Extreme-G 2 is a great racing game, especially in one-player mode, that should satisfy all of you speed junkies. I do still prefer F-Zero X, but I think I'm in a minority there!





# Nothing Else Matters...

As F-Zero X showed, it is the speed of the game that can in many cases count more highly than any of its other aspects. Admittedly, it is doubtful if we will ever see a faster game on the N64. However, look

at the compromises that it had to make - the graphics in it were somewhat dire and bland. Even the music left guite a lot to be desired. Extreme-G 2 seems to strike an excellent balance between the three. It is certainly fast, but with the mixture of racing and combative styles coupled with the winding



Learn those tracks or else you will be seeing an awful lot of these amusing 'falling into a pit of flames' animations.

tracks, the game would be virtually unplayable if it ran at the kind of speed that F-Zero X boasts. You would undoubtedly lose out on some of the lushest and most detailed graphics ever seen on any racing game on the N64. Never before has a racing game on the N64 looked this good. Fogging, the bane of most racing games and certainly one of the key criticisms of the last Extreme-G, has been cut down to a minimum (F-Zero X had its fair share of suspended condensed water vapour, which is a point few others seem to have bothered to point out). This is mainly due to a mixture of carefully chosen camera angles. darkness, sharp corners and much improved programming. The fogging that you will notice in the game however, is largely insignificant and will not hinder your gaming enjoyment whatsoever. It is guite clear that

However, unlike what was previously

business too!

the business, it is the

Extreme-G 2 not only looks

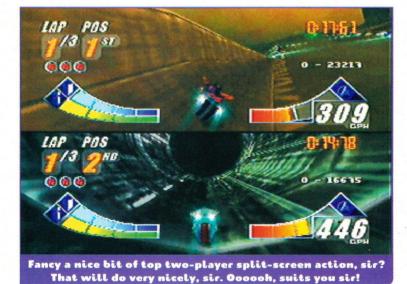


thought, Extreme-G 2 will no longer support the Expansion Pak. This means that the Medium Res mode is no more - a slight shame for those of us who saw it, but no great loss for the rest of you lot out there. Hopefully we shall

see it in Extreme-G 3...

Choose options it's the only

way to play! All in all, the package that Extreme-G 2 offers is mighty fine; intense racing, wonderful graphics, atmosphere, a touch of Drum n' Bass, and more tracks than you could rev your throttle at. However, there is more than this - Extreme-G 2 offers a wealth of options within the game that will further add longevity. There is of course



Never could a title of a game be more apt, the racing is quite literally to the extreme





your standard Extreme racing, then there's Time Trial, which pits you against a shadow of your former self which, believe you me, is mightily addictive when given the kind of concentration required to get yourself around the tracks. Then there's the Arcade mode, where you not only race



around the track, but whilst doing so have to have a pop at wave after wave of airborne targets that have the nerve to fire back at you.

Then, of course, you have a spot of multiplayer action, where you can race up to three of your mates or choose to destroy them in one of



the Battle Arenas. However, due to the frenetic nature of the game and depending on the size of the TV that you own, you might find the fourplayer mode a little on the difficult side. To just get to grips with the handling and the courses in the game is going to take some time to practice, it is not the sort of game that you and your mates can pick up and play in the way that Mario Karts, or say, Penny Racers is. Nevertheless, the multiplayer modes can be great fun, but a big television is advisable.

All in all, Extreme-G 2 is superb, if not entirely flawless, but due to the wealth of options you should

be playing it for a very long time. Extreme-G 2 is yet another title from the Acclaim stable that proves the N64 is more than capable of supporting very high quality games. It is very clear that all you lot out there will have some very difficult purchasing choices in the run-up to Christmas; Extreme-G 2 along with Turok 2 should certainly be among them. LIPS

# VERDICT

# GRAPHICS

Futuristic outlook that's coupled with gorgeous real-time effects.



### SOUND

Some of the best, most bangin' tunes this side of any console.



# PLAYABILITY

Will need dedication to master, but it's worth it in the long run.



### LASTABILITY

A wealth of options and game variations should keep you happy.



# **OVERALL**

A superb racer that has 64-bit stamped all over it.



# Also ran?

Extreme-G 2 will be up against some pretty tough competition this Christmas. We take a look at the runners and the riders in this, the ultimate epic battle of the futuristic N64 racers.



The sequel to the granddaddy of them all, F-Zero. Superb racer in multiplayer mode. Pick-upand-play action that will have you coming back for more. Looks old hat though.



### 5.C.A.R.S.

Possibly the least well known of the bunch, looking as it does like a souped-up version of Diddy Kong Racing. Should do well if the multiplayer game is as good as it promises.



### WIPEOUT 64

Potentially the biggest threat to Extreme-G 2's crown. Everbody expects Wipeout to (ahem) wipe out all opposition. The distinct lack of tracks in the game might rain on its parade.

PHRISHER. THO

DEVELOPER. Asmaile

PLAYERS. 1-4

GAME TYPE: Wrestling Sim

VERSION: PAL

SAVE GAME: Battery back-up



RUMBLE PAK: Yes



CARTRIDGE SIZE: 128MB



WCW, once a poor relative of the WWF. is now neck and neck in popularity, due to the emergence of

the New World Order, a gang of bad guys who have feuded with WCW for the last two years. Funnily enough,

> all this brings us up to speed with the setting to this game, the follow up to WCW vs. NWO World Tour...

# CONTROL FREAK



### **ANALOGUE STICK**

Makes your wrestler taunt his opponent, and enables you to pull off special moves.

# 2 'A' BUTTON

Grapple, as well as other moves.

# 3 'B' BUTTON

Punch, kick, or strike in some way.

# 4 'C' BUTTONS

Running, tagging, entering or leaving the ring.

# 5 'Z' BUTTON

This pulls off a taunt move, such as blowing a raspberry.

# 6 START BUTTON

# 7 D-PAD

Controls your wrestler's movements.

# 8 SHOULDER BUTTON

These are used to avoid grapples and reverse moves.

rofessional wrestling in the late 1990s is cool. Hulk Hogan's defection to the dark side of the force and then the emergence of "Stone Cold" Steve Austin and the frightening Goldberg as the biggest attractions in the sport has revitalised what was becoming a stagnant industry.

THQ's last effort, World Tour, had many critics who instantly dismissed it. They thought a wrestling game could not be a great game. They said it was a button-basher's heaven. They said there was no depth to it. If that is the case, why is it still a regular fixture in the Total 64 playlists, providing what is



arguably the best two-, three- or fourplayer action on the N64?

WWF Warzone, although a top game, did not have a game engine to match World Tour, despite what other magazines will tell you, and luckily for us. developers Asmik have decided not to tamper with the original engine much for this sequel. What they have done can only be considered an improvement however...

First off, the number of characters in the game is quite unprecedented. Including hidden characters, the total number is 80 (!) and bang up to date, meaning that the new WCW acquisitions like Bret Hart and the

British Bulldog are in there after appearing in WWF Warzone a couple of months ago. All of the divisions are here, from NWO Hollywood and NWO WolfPack. There are also lots of variations in the characters, from strong and lumbering monsters like The Giant to aerialists such as Rey Misterio Jr. and then there are the all-rounders like Sting.

There are loads of game modes, such as a massive 40-man elimination rumble, handicap and tag-team matches, as well as the option to compete for all of the WCW titles. You can choose to play in authentic arenas too, like Starrcade and Monday Nitro to name two.





# **Ist Impressions**

WCW vs. NWO: Revenge has arguably the best intro in any N64 game, on a par with Banjo-Kazooie in terms of the length and quality of the graphics. This bodes well, methinks...

യയേ വട തയരം ഭരേയമാള

WVW VS NWO: REVENGE

# REVENGE IS TOO SWEET!

The game mechanics and the way that a bout is structured separate it from all other wrestling games. Whereas they have, in the past, been based around two grapplers, err... grappling, with the winner being whoever hits the buttons fastest (hence the "button-bashers" tag), Revenge works on the altogether simpler method, where the winner of the grapple is the one who gets the grapple in first. This sounds bland,





but it could not be further from the truth. If you grapple at the wrong moment, you will miss and leave yourself open to attack, while even if you hit it right, there is the danger that your opponent - if she's quick enough - will shrug it off or avoid it. You have the option of kicking or punching, or running straight at your opponent, but then there is a danger of having him reverse it.

As far as tie-ups go, there are two different types: soft, by tapping the grapple button, or hard, by pressing and holding it. A hard grapple takes longer to do and therefore leaves you open to a swift punch to the teeth or kick in the 'nads, but a soft grapple only allows weak-powered moves to be pulled off. The grapple itself can be applied to the front and back of your standing opponent, and when they are on the floor, to the legs, head and sides of your opponent, again to the front and back, opening up a huge range of possible moves.



Keep looking, I know it's up there somewhere! I never should have swallowed my watch for that dare!"

# EXCELLENCE OF EXECUTION

To start with, you will have to utilise soft grapple moves as they are the least risky, although it also means damage to your opponent will be minimal. As they begin to tire however, you will have more chance to pull off the bigger moves, which

are executed by hitting different button combinations - not bashing!

The total number of moves in this game is truly ridiculous. It is really amazing how many people own World Tour and think they know all the moves when they are nowhere near the truth. Even the official guide left dozens of glaring omissions, ()

# Inside-to-out plancha dives, rope assisted Asai moonsaults, and backflip bodyblocks performed by running up the ropes are all possible!

# Hey, Big Fella!

Revenge features a whole host of wrestling superstars. Here are some of the most famous..



Whether "Hollywood" or "Hulk", Hogan is still the most instantly recognisable face in wrestling. In 1996, he dumped his all-American ways and became a baddie, and general of the NWO!



"Big Sexy" Kevin Nash, once known as Diesel, left the WWF and formed the NWO. After becoming fed up with Hollywood Hogan's attitude problem, he left to form splinter group The NWO Wolfpack.



Probably the greatest wrestler in the world, Canadian hero Bret Hart left the WWF after his boss cheated him out of the title. "The Hitman" is now bending bones for the NWO!



Goldberg defeated Hogan for the WCW belt within his rookie year! Frighteningly intense, Goldberg has developed a huge following and will dominate the sport for many years!

# **Introduce Yourself...**

Revenge has one of the longest and best intro sequences of any N64 game. It's a bit cheesey, but it's also pretty damn cool!













# When you hit a powerful move, you are treated to some stunning Van Damme-style replays from different angles, ideal for smug celebration.







among them the Space Flying Tiger Drop, the Top-Rope Float-Over DDT and Top-Turnbuckle Splash Mountain. Revenge, of course, takes this to an even further extreme, with loads more spectacular moves for you to get to grips with.

One of the best features of Revenge, and one that is true to life is the way that the ring, the ropes, the apron (the bit outside the ropes, but still on the platform) and the turnbuckles are used.

In the ring, you can whip your opponent

against the ropes, and either run at them with a powerful else catch them for something

> the rebound. You can leap down from the turnbuckles onto your prone opponent, or perch them on top for a suicideplex or other big move. From the apron, you can hit them with a

special on

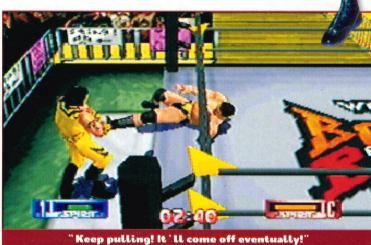
Sunset Flip, smash their head into the turnbuckle post or even suplex them onto the concrete. The lighter wrestlers are most in their element here, as they can perform a breathtaking array of moves. Inside-to-out



plancha dives, rope assisted Asai moonsaults, and backflip bodyblocks performed by running up the ropes are all possible!

Combination moves are a new addition, allowing you to hit your opponent with a variety of kicks and punches before finishing them with a big move!

The number of available moves is at least doubled by the option to reverse moves, depending on your wrestler's "spirit", and if you hit the R button at the right time, you may even be able to reverse your opponent's move, getting out of it to do a move on them. It is a very sickening feeling indeed when you hoist your opponent up for what should be the smugness-enabling and match-winning Tombstone



"I told you not to wear boots five sizes too small!"



WVW VS NWO: REVENGE







piledriver, only to see the wiggling legs that signal a loss of balance and a reversal of the move which sees your head crash into the mat with around 600 pounds of beefcake driving it down. On some very rare occasions, this reversal can also be reversed, leading to all manner of edge-of-the-seat panicking and cries of "No Way!".

The best game to grace the N64? I think so! World Tour with steroids! This game takes WWF Warzone into the ring and teaches it how to REALLY wrestle. Although the graphics of the wrestlers are not as good as Warzone, the moves are performed in a much more spectacular way, giving you a real rush of adrenaline as you pound your sad opponent's face into the turnburkle. And the multiplayer option... beating your friends to a pulp has never been this much fun! If you don't already have a wrestling game, buy Revenge! If you do, buy Revenge anyway!



The aforementioned spirit feature makes a welcome return This is an inventive and mainly tactical replacement for the energy bar of past wrestling games, which is unrealistic. Spirit basically means how worked up and motivated your wrestler is, either due to being happy with his progress, or angry for some reason. When your spirit is low, the bar turns a pale blue colour,

and this means that any moves you

attempt may be reversed due to your lack of strength,

whereas when it is a pulsing red colour you are more likely to reverse a move yourself. When it says "Special", your chosen hero has gone bonkers. springing to his feet when knocked down, and this also gives you the ability to hit your opponent with one of your finishing moves, by waggling the analogue pad during



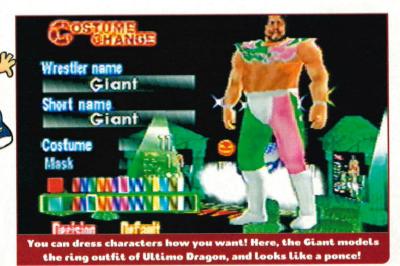


# **FOUR MAN RING FUN!**

Loads of completely new features have been added, as well as the existing ones being improved. For example, when you hit a powerful move, you are treated to some stunning Van Damme-style replays from different angles. A cartoonstyle referee has also been added, popping up to administer threecounts and see whether you want to submit. Unfortunately, no in-ring referee was included, one that you could "accidently" knock out! To add some extra realism to the game, there is a feature whereby a mate runs down to the ring to give you (>)

# Some wrestlers have managers and valets accompanying them to the ring, but luckily you can jump out of the ring and give them a bit of a pasting!

a hard grapple.







# The multiplayer game in Revenge is arguably the best on the N64, with a ridiculous number of scenarios arising in every match.

a hand if you're in trouble, and some wrestlers have managers and valets accompanying them to the ring, who occasionally interfere. Luckily for you though, you can jump out of the ring and give them a bit of a pasting if they deserve one!

The multiplayer game in Revenge is arguably the best on the N64, with a ridiculous number of scenarios arising in every match. In tag-team mode, some co-operation is

required, but in fourplayer battle-royal mode, you start off in a big bundle, and before long shaky alliances will be formed with two ganging up together on one poor soul. These don't last though, and inevitably lead to back-

stabbing double-crosses, and real friendships will begin to feel the strain after a few games. Once your man has been eliminated, he stays

active outside the ring, able to pull people out by the legs and give them a dee-rubbing with rubbish bins, stop signs, briefcases, or baseball bats covered in barbed wire!

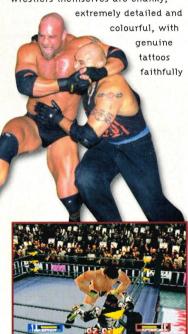
> Longevity in singleplayer mode is always a problem in games like this, but this has been improved upon dramatically. There are over 55 default wrestlers to choose from, which means another 24 at least are secret characters for you to

find! There are full stats and a scoreboard which keeps track of your progress. You can play as promoter, using the costume edit and setting

up matches, and you could even, for example, re-unite former WWF tagteam champs the Hart Foundation and take them to the tag-team titles, ready to hold off all comers, and make no mistake, on "hard", this game packs a very tough challenge. even to battle-scarred World Tour champs like myself!

# **SPANDEX BALLET!**

The music and graphics are vastly improved over World Tour and are actually better than those in WWF Warzone, although not as realistic. The number of frames of animation is staggering, and the transitions between moves is seamless. The backgrounds, the crowd and the wrestlers themselves are chunky.



# BADASS' COMMENT

As the saying goes, Revenge is oh, too sweet. If wrestling is your thang, then get it on and get it out. The sport of the acting athletes has never been so well represented on the N64, vet none have even come close to the brilliance of this one. Tight pants and well-toned, oiled bodies appear in abundance, as do some of the ugliest ring-raiders ever witnessed. All of the stars are here with moves aplenty and some excellent multiplayer frolics for you and vour buddies to enjoy. There can be no doubting the success Revenge will enjoy... just don't forget to

# What A Move!

wear your clean Y-fronts.

Revenge features a whole range of stunning moves, here are some of the most impressive..



After perching Chris Benoit upon the top turnbuckle, Chris Jericho then hits him with a stunning Frankensteiner move



The Executioner hits Dr. Frank with a nasty moonsault (backflip) splash from the top turnbuckle! Splat!



Here's a standard Frankensteiner. executed by the man who invented the move, "Big Poppa Pump" Scott Steiner.



Bret Hart performs the "Nutcracker suite" move on Rey Misterio Jr. He'll be singing in the girls' choir from now on!

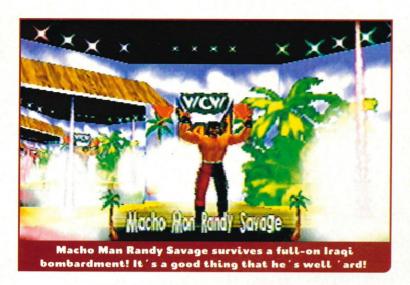
Mexican star La Parka divebombs his opponent AND manager, with a rope-assisted Asai moonsault! Class!



La Parka again: A sunset flip from the ring apron has provided wins for many wrestling stars!



Rey Misterio Jr. hits a stunning Shooting Star Press (a moonsault with an extra twist) from the third floor!





# Revenge is by far the best beat-'em-up on the N64. It is a wrestling fan's dream, but more than that, it is a game that no N64 owner should be without!

reproduced, and members of the crowd waving banners and wearing WCW T-shirts. The music is mainly taken from WCW programming, and consists of guitar driven tracks that are nowhere near as cheesey as those in World Tour, with speech kept to a minimum.

The important question is, how far does this improve over World Tour? The answer is happily, a lot. Almost everything has been

expanded on ad infinitum. Revenge is more, bigger, better, faster, in almost every way.

The game is not perfect however. There are still occasional graphical glitches, although these are barely noticeable.

> Another problem is that the silly camera always feels the need to have every playing character on the screen at once. meaning that it

often pans out so far that you can hardly see what you are doing. When playing in



The aerial moves in the game are stunning. Here, Rey and Dragon go for a simultaneous squashing of their foes!

a tag-team match, the camera angle does not change, meaning that the action is often obscured behind the ring. Also, one of the last game's best features, the ability to play fiveon-five elimination matches, has been removed completely.

# **CAN HE KICK OUT?**

You can't compare a game like this to a beat-'em-up in the Tekken mould as it is so different. Whereas in most beat-'em-ups, bouts last for under a minute, the joy of Revenge is that bouts last from anywhere between five minutes, and for more experienced players, up to or even over twenty minutes! This gives the opportunity for genuine back-andforth action, and a slew of superman comebacks. Imagine the final match in a heated rivalry between you and your mate/closely matched enemy! He pummels your man into the mat with his devastating finishing move. You prepare to put your joypad down and swallow defeat as you know your man won't get up, he can't get up... but, lo! Somehow, he kicks out a hundredth of a second before the third slap of the mat, and the match is back on! Can you turn it around and emerge victorious?

Whether you can or not, Revenge is by far the best beat-'em-up on the N64 with unmatched multiplayer fun. It is a wrestling fan's dream, but more than that, it is a game that no N64 owner should be without! JON



# VERDICT

# GRAPHICS

Amazingly detailed with almost unmatched animation.



### SOUND

Not mind-blowing, but genuine WCW music and a smattering of speech.



# PLAYABILITY

Fantastic playability that is guite simply sheer poetry!



# LASTABILITY

The best multiplayer game on the N64? Maybe..



# **OVERALL**

Getting into the ring was never so much fun!









# **Ist Impressions**

Glover seems quite stiff to control at first, but everything becomes much smoother when you get your hand on the ball, and the training level sets you in good stead for the challenges that await you.

മെയില



now in true pantomime fashion, "It's behind you!"





# When you start playing the game it seems a bit jerky and nothing too special, but all this changes once you get hold of the first ball.

ne would have thought that originality in videogames would have died before now. The industry is over twenty years old and has been through several creatively stagnant periods. Shining like the proverbial beacon through the fog of PlayStation driving, fighting and footie games however, are games which are pushing the envelope of originality. Acclaim's Iggy's Reckin' Balls, which scored 82 a couple of months back is a case in point, as is DMA's Silicon Valley, which will see the light of day before the end of the ear. Glover also fits into this group,

and for a first game from Hasbro Interactive on the N64, it is very impressive indeed.

# MR. GLOVER MAN. SHABBA!

Every N64 puzzle-platform game is typified by a rather convoluted little story - are you sitting comfortably? Then we shall begin...

Things are not all well in the Crystal Kingdom. You see, when the friendly Wizard was mixing spells, he accidentally caused a huge explosion that not only froze him, but sent the seven crystals flying that protect the world from

evil. Soon, mayhem descended on the world.

Luckily, one of the wizard's gloves was also lost in the explosion, and infused as it was with magical energy, it became Glover, a piece of heroic leather handwear. Unluckily, and somewhat paradoxically, the other glove, following the age-old tradition of Yin and Yang, became all evil, and, known by the moniker of Cross-Stitch, set out to stop Glover.

To protect the crystals, they have been changed into balls, and it is your job to locate these balls and guide them through thirty levels of mayhem to return them once again

# CONTROL FREAK



Accurately represents ball physics and provides pixel-perfect manipulation of your balls.

# 'A' BUTTON

Ideal for when you want to give your ball a good slapping. Also used as the jump button,

# B' BUTTON

Bounces your ball, or throws it. Also locates your ball.

# 'C' BUTTONS

Change the camera angles.

# 'Z' BUTTON

Let go of your ball, lie down, cartwheel, or execute a fistslam, when in mid-air.

# 6 START BUTTON

Pause.

# 7 D-PAD

Not Used.

# 8 R SHOULDER BUTTON

Changes your ball to other forms.

# 9 L SHOULDER BUTTON

Get on top of your ball.

# Tricks you can do with your balls...

Glover seems to be quite adept at handling his balls



You can walk on the ball, which is good for crossing deep water as the ball floats



You can throw the ball, which is useful when reaching platforms or hitting targets



You can also slap your ball, useful when knocking things over, or reaching platforms.



Dribbling is useful for negotiating several obstacles at a time. Hardly Dennis Rodman though!











# Glover is a very commendable effort that should fit snugly into (or over) the hand of any platform game fan

to the machine from which they were initially dislodged.

When you start playing the game, it seems a bit jerky and nothing too special, but all this changes once you get hold of the first ball. Suddenly, the gameplay becomes smoother than an Italian in a Ferrari wearing Police shades (Thank you Jeremy Clarkson - Lips).

# THE POWER OF GLOVE

As befitting a platform game character, Glover has a wide range of moves which have to be perfected to get you, and the ball, safely through the different levels. He has the usual jump and double jump, as well as a



cartwheel and the ability to duck. His repertoire opens up considerably when you have the ball however. You can roll the ball, or bounce and dribble it, basketball stylee, or throw it. You can also slap it, and if the situation calls for it, you can get on the ball and roll around by walking it, which helps you get across deep water. This is very difficult to control at first but this is

due to the accurate recreation of ball-physics, which is something that is represented well whenever you are controlling the ball.

The ball can also be changed into different forms. The default plastic ball is light and easy to control and throw, as well as being bouncy. The bowling ball is very heavy, so it can be used to destroy things and knock through walls. If you need to get a

ball through a small gap, the ballbearing will be the best choice. In its original form, a crystal ball, you can rack up more points, but this is very fragile and breaks easily.

The graphics and sound in Glover have a very strange and unique feel to them, which is almost European in tone and similar in some ways to Infograme's upcoming title, Starshot. The levels are well designed and very colourful, but suffer from the terrible fog monster very badly occasionally, almost to Buck Bumble proportions! The enemies range right from the downright weird all the way to the registered insane - cuckoo! - and include inflatable floating elephants and juggling chickens. The music is also pretty weird and at the same time not particularly amazing, but it suits the mood of the game quite well and falls just short of offensive.

# Tricky ball manipulation

Being a magical glove, Glover can alter the genetic make-up of his balls, which is useful in many situations.



The bowling ball can be used destructively, but it is heavy and sometimes hard to control.



The plastic ball is easy to control and quite light, but it can easily go POP! So take care!

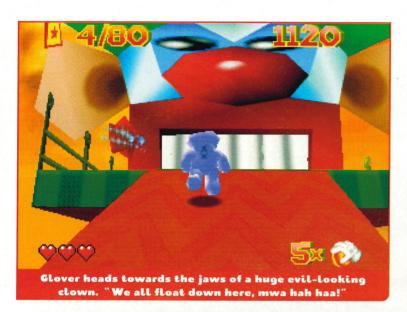


The crystal ball allows your card-swiping antics to rack up higher scores, but it's fragile.



The ball bearing is quite light and durable, and able to fit through small gaps easily.







first hoved into view we all thought that it had the potential to be something a little bit special, not least because it is one of the most original titles we

on the N64. Personally, I found that the initial gameplay was a tad tricky, but once it has been mastered you quickly realise that underneath the cute-looking exterior is some deeply devilish gameplay which will keep you busy for quite some time. However, I reckon that the boy Shadow has been a little harsh on the graphics. The fogging is actually supposed to be there for a start. it represents the dark shroud of evil and stuff, apparently. That said, Shadow is also dead right, Glover is top drawer material and you really ought to Checker, checker, check it out! HPS

# Glover is a definite third choice for those platforming fans that already own Mario 64 and Banjo-Kazooie

gained not from actually completing

the levels, but like with Mario or

Banjo, collecting everything, and

getting the highest score possible. To

do this also involves collecting a

platform game fan. Indeed,

it falls short of the giddy

There are thirty levels in all, ranging from Prehistoric to Atlantis to Space where the lack of gravity affects your ball's dynamics - and the later ones provide a very tough challenge, with at least thirty

number of playing cards hours gameplay for the average in every level which gamer. The real longevity is can prove very tough. Now, is this game just a load of balls, or what? Well, no it isn't actually. It is a very commendable effort that should fit snugly into (or over) the hand of any

heights achieved by Mario

If you don't take good care of your balls they can get damaged and will become adorned with plasters.

64 and Banjo-Kazooje in terms of graphical finesse and overall polish, but it is better than Yoshi's Story and Gex 64. Glover is a definite third choice for those platforming fans

that already own the aforementioned plumber and bear/bird associated gaming titles. JON

# VERDICT

# GRAPHICS

Alright, but not likely to separate your jaw from your skull.



### SOUND

Usual cutie platform fare, with weirdo sound effects



### PLAYABILITY

Smooth and playable ball-related fun!



# LASTABILITY

Quite a stiff challenge awaits you in the Crystal Kingdom.



### OVERALL

If you need a Glover baby... then you'd better get this game!



TOTAL

PURISHER. THO

DEVELOPER: Takara

PLAYERS: 1-4

GAME TYPE: Micro Racer

VERSION: PAL

SAVE GAME: Memory Card



RUMBLE PAK: No



CARTRIDGE SIZE: 128MB



# RACESS



# CONTROL FREAK



# **1 ANALOGUE STICK**

If you would like to drive your vehicle to the left - push the stick to the left... But if you want it to go to the right, push the stick right...

# 2 'A' BUTTON

Accelerator.

# 3 'B' BUTTON

Brake.

# 4 'C' BUTTONS

Selects camera views, small, big, or drivers-eye view.

# 5 'Z' BUTTON

Fires Special weapons, missiles, turbo boosting etc..

# 6 START BUTTON

Pause...

Eeetttt daaaass naaaarrrthiing.

# 8 SHOULDER BUTTON

If you fancy a bit of backwardsdriving action, this is your button. Hold it down, depress the accelerator and watch as your car drives in reverse gear.

Cars are again the flavour of the month in the ever-widening world of Nintendo. Continuing with the trend, THQ decide to thrust the little title with big prospects upon us... money isn't an issue with the Penny Racers...

h, how the small are picked on. Tormented within the confines of the school walls and castigated for their minuscule appearance throughout their lives. We can scoff at our broad size and feed our towering egos, but beware, the petit form is rising once again. Penny Racers is yet another racer that makes a mockery of those that view size as an important issue. "The bigger it is, the better

it must be!" A view shared by many a naive fool amidst the backdrop of a world which is continually trying to miniturise everything. With this in mind, it is no surprise to find the latest racing software to come out of the THO headquarters has been scaled down to a much smaller level. Little cars, little circuits and little time for making your decisions are the fundamental

elements that make up this little gem. If racing is your thing, and vou don't mind whether the cars are roaring beasts or whimpering dwarves, then this one could well measure up to your expectations.

Based on the popular toy series. Penny Racers enters the world of Nintendo in spectacular fashion. It plays like Mario Kart and looks like a 3D version of Micro Machines. It has









# **Ist Impressions**

First impressions of Penny Racers do not make you dribble with delight. The cars are not the most graphically impressive creations you'll ever witness, and the sound is nothing short of annoying. The playability of the game is definitely the area that Penny Racer excels in.

විමෙකක් විකලුමෙය



As well as the various terrain, weather conditions come in a variety of forms. Cold and foggy... must be a Bank Holiday in €ngland.





primary goal is to finish in one of the top three places, and once you're doing this, the fun really does start to kick in.



taking part in any one race. Your

to be said, the graphics are not among the prettiest ever witnessed before, but what it lacks in this department is certainly made up for in others. The fun-playing combat racer features a wealth of vehicles to play with, from Dustbin Trucks and Range Rovers to Ferraris and Porsches. There is also a multitude of tracks set among some torrid surroundings for you to race on. Arctic, off-road, and rain-sodden country lanes all make appearances and do their utmost to make the driving experience as hazardous as possible. The racing is fast and frantic with six vehicles each

# PENNIES FROM HEAVEN

The 'racing series' option pits you against five other drivers in a competition that covers all of the various weather-affected terrains. Points are allocated to each particular opponent based upon their finishing positions and with it, the ability to pick and choose components from your opponents' vehicles. Anything that you see on somebody else's wagon is freely available for you to

steal. Should you fancy a turbo injection unit that is currently fitted to the Fire Engine, or a set of police lights from the VW Beetle, then they are



yours. This feature sets Penny Racers aside from other games in this market, as does the availability of weapons. Missiles and armaments of many kinds can be selected to aid your cause and inspire your race tactics. The inclusion of the firearm takes the whole playing experience to a higher level. Whether it be by shooting your way through the field or laying a bornb in your tyre tracks for the unsuspecting, the way you choose to race is entirely yours. Apart from the on-track antics, and the vehicle destruction that occurs, there are even more gaming options available to you. Those of you who are competitive yet have no friends are catered for with a time trial option that allows you to race vourself with a ghost racer in tow. But if you can find four buddies that enjoy all of the frivolity that the N64 has to offer, the quartered-screen multiplayer race, as seen in the great Mario Karts, oozes fun appeal. The action never slows for a second, and the only problem is the friction it causes between your mates. Ganging up on each other (>) (>)

"Anything that you see on somebody else's wagon is freely available for you to steal."

# **Miniature Motor Mayhem**

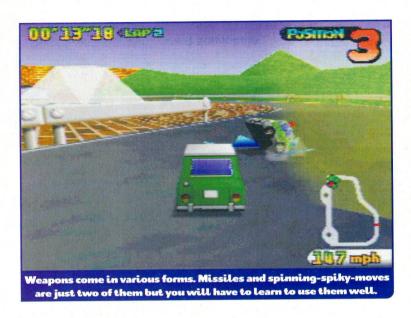
There are over 100 vehicles for you to choose from, and they all come in a variety of shapes and forms. Fire engines, sports cars and off-roaders all appear in different guises, and each can be fitted with a selection of upgrades as you progress. Fat wheels and turbo units are particularly useful additions.













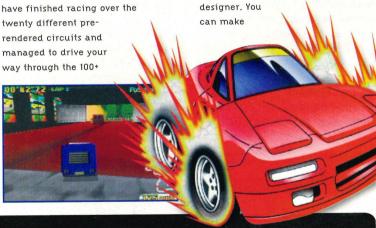
# "Whether it be shooting your way through the field or laying a bomb in your tyre tracks for the unsuspecting, the way you choose to race is entirely yours."

or simply picking on the gingerhaired kid from next door with a flatulence problem, the multiplayer moments will live in the memory for as long as you own the game. In fact, they'll probably last a lot longer than that, and when you reach your dotage you can happily reminisce.



# PAR FOR THE COURSE

By far the greatest addition to Penny Racers is the track editor. When you have finished racing over the twenty different prerendered circuits and managed to drive your



# **Create a Straight**

The track editor is an ideal addition to a game of this style. This allows you to build a course in any shape, size or style you like. You can also use it to draw funny shapes and drive around them... ah, such fun!









vehicles available to you, you can

imagination run riot - as a road

then set about letting your

tracks exactly how you like. Oval, Indy car style courses with long straights, or hideous, tight circuits with more bends than a toilet factory, the final choices are left to the hidden inner sanctums of your own creative mind. There are various hazards you can also include in your course. Oversized traffic cones, water traps and ramps are just a few of the obstacles that can be deviously used to create a more interesting race.

Overall. Penny Racers is a title that will offer hours of entertainment in both single and multiplayer modes. There are so many vehicles and upgrades to fit to them, and a fair few different courses to race them over, that you'll undoubtedly be experimenting for ages. As mentioned before, the graphics are not the nicest you'll ever see, but they're not indefinable and will not ruin the experience in any way. The sound, as one has come to expect from racing games, has either been a carnival of heavy metal guitar riffs or cheesey, bleeping, happy tunes. Sadly, Penny Racers has the latter. It is tolerable at first, but









# A sandy grid is always fuel for some hectic wheel-spin action especially if you haven't selected the off - road tyres.

Judge me by my size do you? Size does not matter as Penny Racers clearly shows. The current trend for racing games is for either realism or (ahem) futurism. Penny Racers conveniently avoids both of these trends in favour of a racing game a la Mario and DKR. Initially offputting, the game needs to be be seriously played and upgrades are needed before you get a measure of the true speed of the game.

However, what this means is that to get the most out of the game you have to play it for quite some time; anybody want to complain about that? Didn't think so

What you have here is a great one-player racer and a superb multi-player game with a track editor as a bonus. What more could you possibly want? I seriously recommend that you check out this little beast of a game! LIPS

# "Penny Racers is a title that will offer hours of entertainment in both single and multiplayer modes."

soon has you blocking the ear lobes for salvation.

There is no denving it. THO have an excellent piece of software in their hands. There is an all-round cute appeal that works in tandem with that of a hard combat-racer.







The alternate views enable you to view your car in a smaller form. This must be a half-penny racer... heh, heh!

and subsequently fuses the whole fight-or-be-fought world of miniature composition into a quality project. racers, rich in excitement. If Mario Penny Racers is no more than a high Kart was a favourite of yours, then velocity, racing romp in which the this new title from Takara should be victor must be victorious by any equally as palletable for all of your means... and those means are there wild and crazy miniature vehicle racing needs. BADASS at your disposal. This is a rugged



### GRAPHICS

These aren't the best you'll ever witness, but they do the job adequately.



# SOUND

Cheesey, but cheerful tunes that compliment the overall toon feel.



### PLAYABILITY

The four-player action will have you sides splitting. A barrel of laughs.



# LASTABILITY

Should keep you plugging away for days. So many cars and a track editor!



# **OVERALL**

Over a hundred vehicles and multiplayer fun to die for. This is an excellent game.



INFO

PUBLISHER: Nintendo

DEVELOPER: In-House

PLAVERS. 1-2

GAME TYPE: Snowboarding Racer

VERSION. PAL

SAVE GAME: Battery back-up



RUMBLE PAX: Yes



CARTRIDGE SIZE: 128MB



1080° SNOWBOAR

The coolest sport on the planet, Snowboarding, finally finds its way onto a Pal N64. It has been a long wait, but can it compete with all those triple 'A' titles that are lining up for a piece of the Xmas action?

t seems like an aeon has passed since the Japanese import copy of Nintendo's 1080° Snowboarding found its way into the office. The boy Jones spent a good two weeks solidly playing it with very little thought of 'minor' details such as deadlines. There was a time when virtually everyone in the office had to have a go and for a finite time 1080 was the game that sucked the life out of lunchtimes.

Since those halcyon days, a number of very good games have been and gone. For the PlayStation owners there has been Tekken 3 and the looming spectre of Metal Gear Solid. For us N64

owners we have seen F-Zero X, are currently salivating over Turok 2, and there are more fantastic games coming in the not too distant future.

Where does that leave this rather tasty snowboarding game? Well, to be fair, those of you who have not seen it before will love it. The graphics are superb and the snow effects are so real that they make you want to pull on an extra thick sweater. However, thanks to that good old NTSC to PAL conversion, your selection of snowboarders traverse the black runs somewhat gingerly. However, if you have not seen the NTSC version then you are not likely to feel too let down by the slight

sluggishness that is all too noticeable to us all at TOTAL 64.

However, I can't help thinking that maybe 1080° Snowboarding might well have fared better if it had been released earlier in the year, as was originally intended. Apparently it was decided that being a winter sport, 1080° should be released in the colder months. I hope that if there is ever a game based on a nuclear war that Nintendo do not apply the same rationale.

There's no doubt that 1080° is great, but up against the likes of Zelda, Turok 2 and Wipeout I reckon this little gem of a game might just be left out in the cold. LIPS

# ST IMPRES

It's back, it's on Pal. The game that we fell in love has returned in all its icy glory!

# The graphics are superb and the snow effects are so real that they make you want to pull on an extra thick sweater.







# VERDICT

# GRAPHICS

Without a doubt the finestlooking snowboarding game on any format.



### SOUND

The kind of groovy soundtrack and effects that reek of quality.



# PLAYABILITY

Easy enough to get into, but devilish to master.



### LASTABILITY

Similar to Waverace 64, but limited tracks mean that eventually you'll need more.



# OVERALL

A wonderful game that hasn't got enough tracks to warrant a Top Banana



SAVE GAME: Memory Pak



RUMBLE PAK: Yes

CARTRIDGE SIZE: 128MB



Watching big men with shiny helmets running around a field is not the most popular interest of the British public, but for Americans it is their daily meat n' two veg. Is NFL Blitz any good? And why do they insist on calling it Football?

FL Blitz is a revelation; not only is it the only really enjoyable "football" game I have ever played, it is also so simple to understand that after a while you start to actually understand how this most impenetrable of American sports actually works!

The reason for this is that it is taking on the sport from a completely arcade angle, providing fast and furious thrills over realism and simulation.

The action in the game all seems somewhat over-exaggerated and this is what makes it so good, and often, hilarious. The players are built like brick toilets and they use a sidesplitting array of tackles and

takedowns to lay your opponents out, spinning them round and throwing them across the field and them jumping on them for good measure.

The graphics are, somewhat surprisingly, superb, running at a smooth framerate in crisp medium resolution. In fact, the game does not really look any different to its arcade counterpart to the untrained eye! The sound is also impressive, boasting some credible commentary and a sickening selection of thuds and groans.

Where NFL Blitz really comes into its own, or to be brutal, the only time it is worth playing, is with a mate. You will really learn to appreciate this game when your match is a draw late into the fourth

quarter, as it can get pretty frantic!

The game of course has full NFL licensing, meaning that it has all of your favourite real-life players on the cart. It is also the first Nintendo game, hopefully of many, that can be played in the arcade. Information like your own plays can be saved onto your memory pak and then inserted into the arcade machine so you can use them to give total strangers a complete d-rubbing!

The lack of a four-player mode is a shame and the computer's Al. which often cheats, can be very frustrating sometimes, but overall this is an intense football experience that does not bog you down with strategy, stats and realism.





# **1ST IMPRESSIONS**

How I hate American football and all of its console-based incarnations. Oh boy, am I going to enjoy thi...Hang on! Just wait one second! This is actually pretty ace!

# VERDICT

# GRAPHICS

Highly detailed mediumres graphics which run at an impressive framerate.



### SOUND

Credible commentary and sickening thuds accompany the game.



# PLAYABILITY

Blistering arcade style gameplay that is easy to get into.



# LASTABILITY

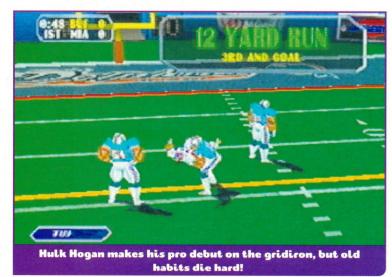
Loads of depth and a superb two-player mode.



# **OVERALL**

A different American Football game which should appeal to most people.







PURUSHER. EA

DEVELOPER: Stormfront Studios PLAYERS: 1-2

GAME TYPE: Racer

VERSION: US

SAVE GAME: Memory Pak

RUMBLE PAK: No

CARTRIDGE SIZE: 96MB



"It's like saloon cars that go a bit faster round an oval track - like in 'Days Of Thunder'..." was the general response around the office when I asked what Nascar racing is. Hardly sounds exciting does it? As someone who doesn't like driving games, this had better be very good to impress me...

nother month and another driving game turns up to be critically slaughtered. this time with the unfortunate casualty being EA's Nascar '99.

Stormfront Studios and EA's main problem is obvious from the offset, it is of course their choice of subject matter. Nascar racing in real life is incredibly boring when compared to GT racing, Formula 1 or cross-country rallying. The reason for this is mainly that the tracks are always an oval shape, so

a translation into a videogame leaves you with one type of corner to negotiate - one that calmly bends to the left, always followed by a long straight. Once you've mastered this technique, what else is there for you to do?

Well, you can go back and try to master it all over again with maybe a different car, and again, and so on, or perhaps you can alter your car's performance by tweaking features like downforce and tyre pressure, but this is only interesting for a limited period of time.

# CHECKER, CHECKER, CHECK IT OUT...

The cars themselves are faithfully reproduced down to minute details like the advertising logos that adorn them and the real-time reflections that shear across the bodywork of the car, but the backgrounds are lamer than a snail with athlete's foot, completely undetailed and untextured with a horrible blue band of familiar fog which fails miserably to hide the hideously close redraw.

The sounds bring to mind what it would be like to live in Hicksville, USA. Sure, the music may have been supplied by Joe Satriani and Stevie Ray Vaughn, but in this game you will find it hard to shake the image of grass-chewing pig farmers headbanging in their dungarees. Sooooey! The commentary is no better, with two guys called Benny and Bob lobbing their senseless Americanised whooping in your general direction.

The cars actually handle very well, and the game packs guite a serious challenge, but it is very unlikely to maintain your interest for longer than a couple of days, and the two-player mode (yes, no four-player action) does nothing much to redress the situation.

Oh well, give it a bash if you're a die-hard Nascar fan, otherwise don't even go there... JON

# 1ST IMPRESSIONS

Ah, look, an oval track. What do I do with this then? That'll be drive around it a mindnumbing amount of times. No time for the "Happy, happy, joy, joy" song, then.

# VERDICT

# GRAPHICS

Detailed cars but otherwise extremely poor.



### SOUND

Crystal clear guitar rawk and speech.



# PLAYABILITY

The cars handle quite well atleast.



# LASTABILITY

Oh look another oval track... again.



# **OVERALL**

Good Nascar racing game. Bad racing game.



# Revolutionary new driving technique only manages to achieve a grand position of twentieth place - typical!

The tracks are always an oval shape,

so a translation into a videogame leaves you with one type of corner to negotiate



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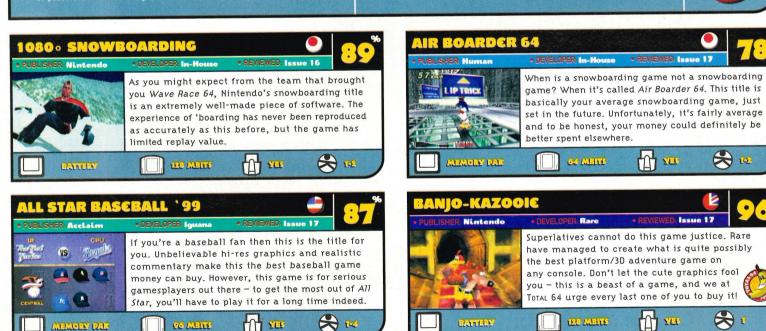




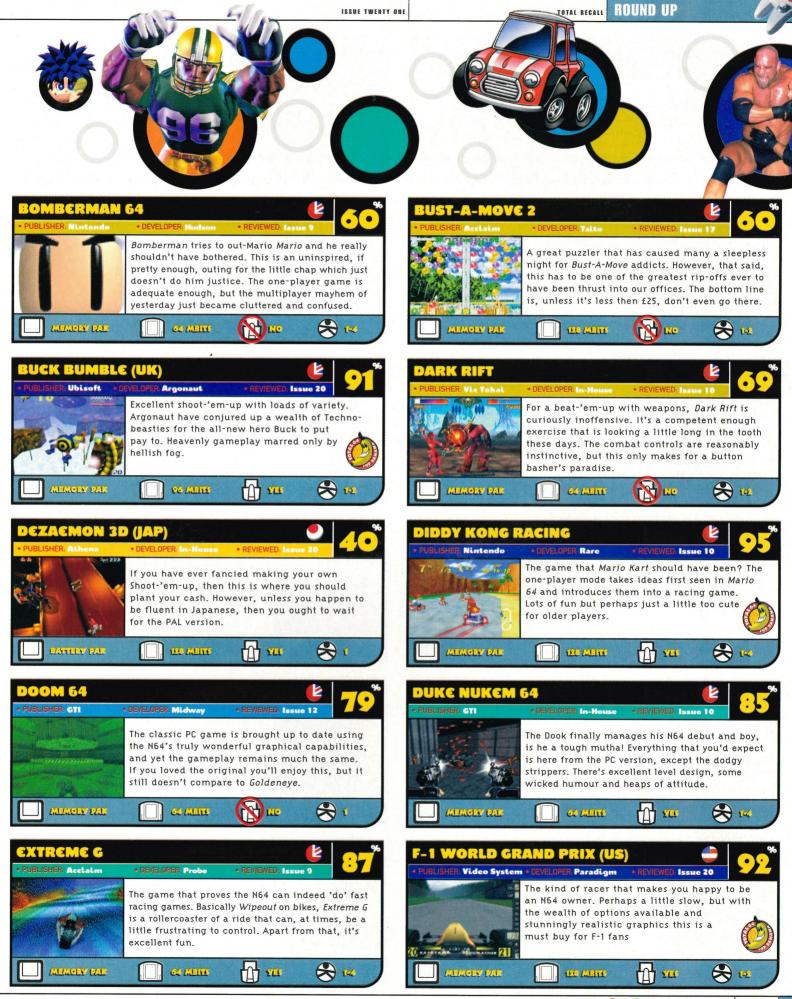
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The N64 now has loads of games available for it, most are pretty good, but some are worse than a slap to a sunburnt back. Make sure that you check out this section of the mag thoroughly before making those all-important purchases! Bear in mind that, as time goes by, scores are decreased to reflect the rising standards of games on our favourite machine!

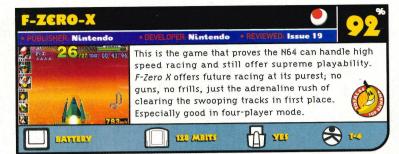


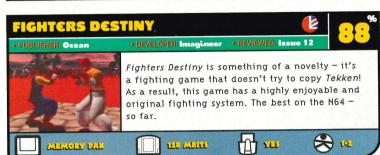


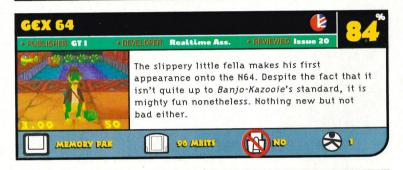








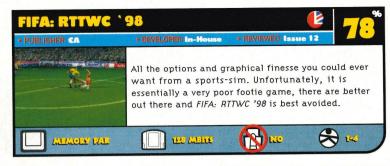


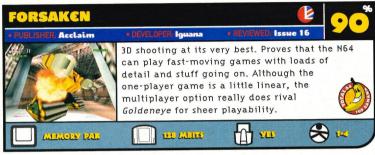


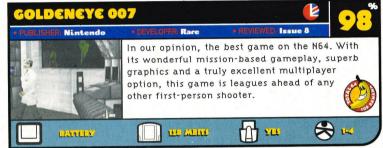


















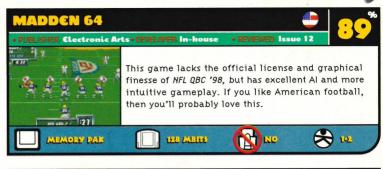
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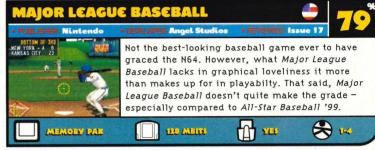


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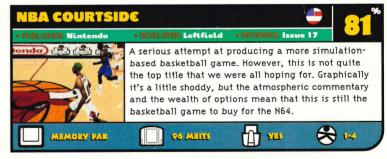
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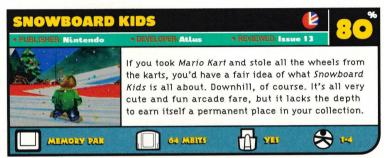










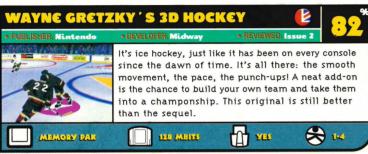




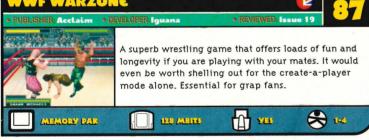








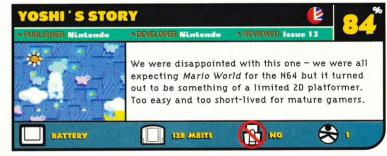




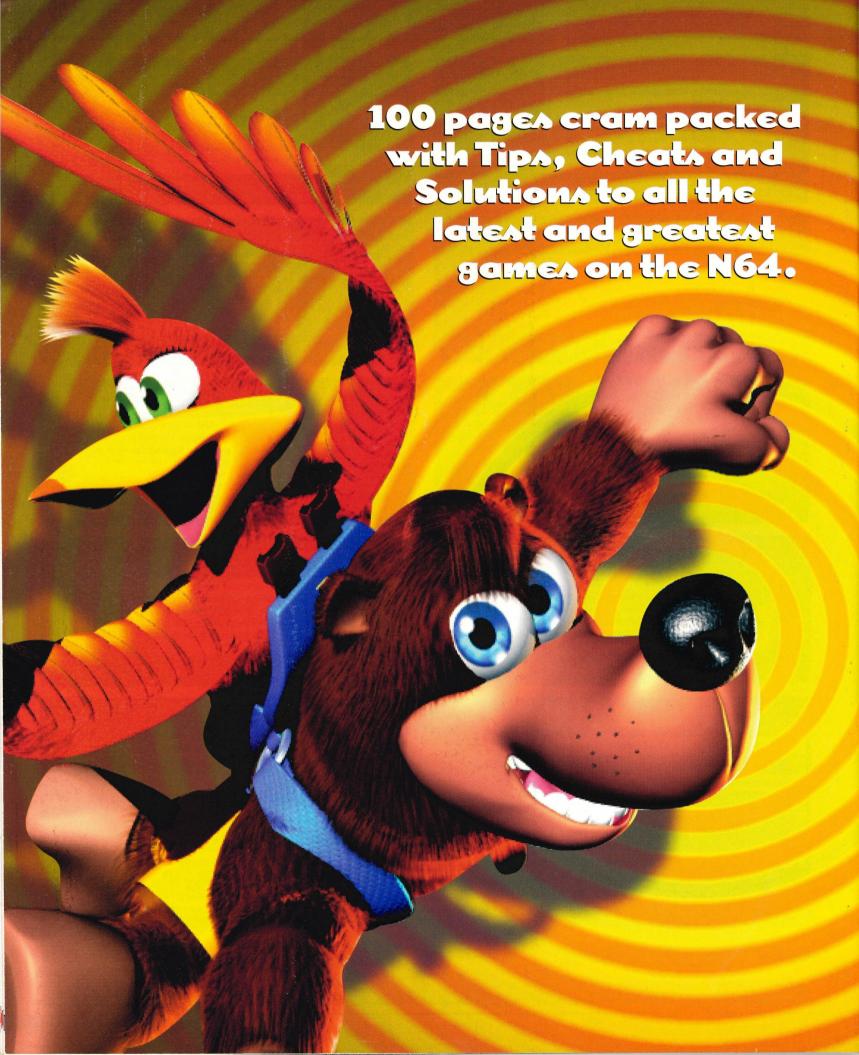








GAME NAME	PUBLISHER	DEVELOPER	COMMENT	RELEASED	SCORE	REVIEWED
AERO GAUGE	ASCII	LOCOMOTIVE	LOSER'S VERSION OF WIPEOUT 64.	OUT NOW (	58	ISSUE 14
AEROFIGHTERS ASSAULT	VIDEO SYSTEMS	PARADIGM	NOT PILOTWINGS WITH WEAPONS. VERY POOR.	OUT NOW 5	42	ISSUE 11
AUTOMOBILI LAMBORGHINI	NINTENDO	TITUS	SUB-STANDARD RACER, HARDLY GRAN TURISMO.	OUT NOW (	72	ISSUE 11
CHAMELEON TWIST	OCEAN	SUNSOFT	ORIGINAL IDEAS LET DOWN BY BAD IMPLEMENTATION.	OUT NOW 😉	51	ISSUE 11
CRUIS'N USA	NINTENDO	MIDWAY	GOOD, IF YOU ARE INTO OUTRUN, CIRCA 1989.	OUT NOW 6	59	ISSUE 1
FIFA 64	EA	IN-HOUSE	DIRE FOOTBALL GAME. SUPERCEDED BY ITS SEQUELS.	OUT NOW (	58	ISSUE 3
HEXEN 64	iD/GTI	S.CREATIONS	DISAPPOINTING, UNORIGINAL, AND FRANKLY BLAND.	OUT NOW (	63	ISSUE 6
MK TRILOGY	ACCLAIM	PROBE	FINE, BUT MK4 IS HERE NOW	OUT NOW (	67	ISSUE 1
MK MYTHOLOGIES	GTI	MIDWAY	BUY IT, IT'S GREAT IF YOU'RE COMPLETELY INSANE.	OUT NOW (	31	ISSUE 12
NBA HANGTIME	MIDWAY	MIDWAY	HAS BEEN GREATLY OVERSHADOWED BY NBA COURTSIDE	OUT NOW (	51	ISSUE 8
RAMPAGE WORLD TOUR	MIDWAY	SAPPHIRE	EIGHTIES BUILDING DESTROYING BOREATHON. AVOID.	OUT NOW 😍	32	ISSUE 17
ROBOTRON 64	GTI	MIDWAY	ISN'T RETRO GREAT? ER NO. NOT IN THE SLIGHTEST.	OUT NOW 6	54	ISSUE 15
SAN FRANCISCO RUSH	GTI	MIDWAY	COME ON, EVEN CRUIS'N USA IS BETTER THAN THIS!	OUT NOW (	57	ISSUE 11
WAR GODS	GTI	MIDWAY	YES, ITS ANOTHER DISAPPOINTING N64 BEAT'EM UP.	OUT NOW 6	69	ISSUE 10
WAYNE GRETZKY'S 3D HOCKEY '98	MIDWAY	IN-HOUSE	DISAPPOINTING. GO FOR THE '97 ORIGINAL INSTEAD.	OUT NOW (	73	ISSUE 13





Busted in Issue 5

Mission: Impossible
Mortal Kombat 4
Banjo-Kazooie
ISS '98
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and much much more!

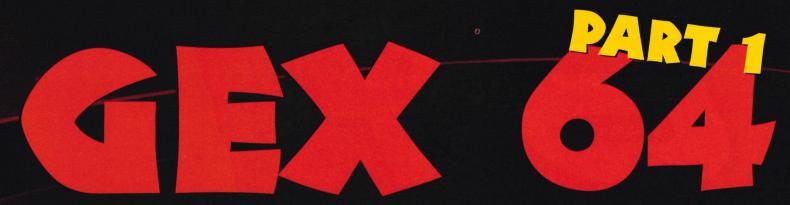




Futting you one step ahead of the game.

Impossible





TOTAL 64 presents "The Good Gex Guide" Part One. No more wandering around aimlessly, losing yourself in the world of Gex. Help is here with this complete walkthrough for every level in the latest platformer for the N64. Every Remote found and collected, every secret world busted and every bad guy killed.

# TIDS

# LIFE THROUGH A LENS!

The camera angle can be moved at any point during the game using the C buttons. The left and right C buttons move the camera respectively, allowing you to see around corners and ledges. The up C button allows you to see the world through the Gex's eyes. While this button is pressed you can move Gex's head by using the analogue stick, allowing you to see hidden bonuses and ledges.

# FEED ME NOW!

Various small TV screens found dotted around the levels will release flies when tail whipped. To collect them, press the R button.

# GREEN HEALTH FLY

Eat these ones up to gain Hit Paws, increasing vour health.

### BLUE ICE FLY

When swallowed, hold down tail whip and circle an enemy, then release tailwhip to cause 'The Big Chill'. It also makes Gex invincible for a short time - but fire will melt this power.

# RED FIRE FLY

Similar to the Blue Ice Fly, the same technique is used. Gex will fry his opponents, but water will put his flames out.

# **PURPLE LIFE FLY**

One up!

# REMOTE CONTROL

By completing the missions as listed upon entry to each world, Gex receives Red Remotes. Collecting these will give you access to other worlds on the Media Dimension Map.

# **EVERY CLOUD HAS** A SILVER LINING.

There are two Silver Remotes in each world, one is hidden whilst the other is gained through the collectibles. Find three to gain access to a special bonus round.

# THE MAN WITH THE GOLDEN... REMOTE!

Your reward for successfully completing a bonus round, by collecting a random number of items in a time limit. Success leads to a lovely Gold Remote - as does beating a boss character.

# **KUNG-FU FIGHTING**

When Gex is running, jump and press the kick button, making him perform a Karate kick.

# SPIDERMAN

Gex has the unique ability of being able to cling to certain walls and ceilings. Just jump at the surface while pressing the directional control towards it.

### CHECKPOINT

These are found in the form of various TVs displaying chequered flags. Hit them and when you die you will restart the level from wherever the aforementioned

# **PAWS FOR THOUGHT**

Gex's health is measured by Hit Paws, and the maximum is four. You can collect extra health points from Green Fly TVs.

### CALL COLLECT

Each world has its own unique collectibles, organised into three tiers. When you hit the required number in each tier, the collectible will change as you enter the next tier.

The number of collectibles required to advance each tier is as follows: tier one - 30, tier two - 40. tier three - 50. When you clear tiers one and two, you will receive an extra life. At the end of tier three there's another





# THE MEDIA DIMENSION MAP

- \*This is the route between all the worlds, and whenever you start a game, this is where you appear.
- \* Take the time to get used to how Gex moves.
- \* There are no bad guys around here to worry about. There's a tiled archway to one side when Gex jumps at it he can run up and over the inner face of the arch. This leads to the Titanic level.
- \* This area is where you choose which level you will tackle next. As you run around, you will find huge TV sets with an appropriate image of the level on the screen. To select a level, just jump on the green button that's in front of the TV set.
- \* At this point, you can choose to enter Scream World, Toon World or Titanic. Gilligex Isle only becomes available once you've collected three Red Remotes, which you'll find in the other levels. Your progress through the levels is ensured by collecting these remotes, then when you've managed to defeat the Gilligex Isle boss, you can open the silver gates and enter a whole new world





# SCREAM TV: SMELLRAISER



The chandeliers that you need to jump across on will fall to the floor when you land on them, so jump off them as soon as possible. The ghosts that float around the pools of red light won't attack while you remain in that pool of light, which will turn green.

# **SURVIVE THE** HAUNTED MANSION

The objective here is simple - just get through the house. Although you're free to run around the house anywhere, each room has a single exit, so just follow the logical progression. The exit to the





chamber with the sign 'Step into the light' is to the left of the room, high up in the wall. Reach it from the central platform. After you have dodged the axe-wielding armour and then ascended the large room, you'll see another red-lit ghost. To the right, a table appears and disappears. When it is there, use it to clear the gap and go through the door straight ahead. The first Remote is right in front of you.

# **SMASH FIVE** BLOOD COOLERS

The first is located in the first room, up the stairs. Jump on the table to the left which will float you up, over to a platform. Jump off here, then jump on another table floating to the right and onto a second platform, where the blood cooler stands. In the room with the zombie, before you leave



second cooler by the bookshelves. Next go to the 'Step into the light' room - you'll see the third blood cooler on the floor, by the wall to the left. When you leave by the door that's now above your head, turn around in the stairway to see the penultimate cooler. The final one is in the room where you found the first Remote, so you know the way. When you've smashed the last one, head back to the 'Step Into The Light' room and find the TV to get your second Red Remote.

# RIDE THE **HAUNTED ELEVATOR**

To activate the elevator, you first need to throw a secret switch, which is located behind the second blood cooler from the previous mission - just push into the bookshelves to get at it. When this is done head towards the room where you found the first Remote but instead of going in, go through the door to the left. When the doors re-open you'll be on a lower level - the last Red Remote for this world will be dead ahead (pardon the pun!)





# HIDDEN SILVER REMOTE

Ride the elevator again but at the bottom, instead of running across the bridge, jump off to the right. To leave the level, all you have to do is simply jump on the nearest TV.

# HIDDEN GOODIES

By the first blood cooler is a Red Fire Fly TV. There's a checkpoint in the 'Step Into The Light' room.

# TOON TV: OUT OF TOON



GUIDE

Here Gex will tell you not to step on any mushy brown rocks and he's right - if you jump on them instead, they will give you collectibles. Some of the big flowers attack with a hefty mallet if you don't tailwhip them out of the way.

This world's missions are best tackled in reverse order, as they consist of three linear areas. As you gain proficiency in the nearest area, it will be easier to advance to the next

# I) WHACK FIVE RPLE MUSHROOMS

Mushroom number one is right behind your starting point. Run forwards again and hug the right wall -



the next purple mushroom is hidden behind a stone. Next, you'll see a girder hanging in the sky make your way up onto it. Stand on the left end of it, so that your weight raises the far end, then take a running jump off it to reach a hidden area. Now flatten the smiley face and bounce on the third mushroom. The fourth mushroom is found at the







top left of the rainbow waterfall. For the final fungus, follow this level around to the right, past the wooden platform on a rope, on past a flower and it'll be in the corner. Now you just have to get the Remote from the TV by the wooden platform.

# 2) HUNT THE TWO HUNTERS

Go up, past the rock wall over to the left that thrusts outwards, then up the waterfall. You'll see two flowers in an opening in the wall - jump down of you is the first hunter that you need to tailwhip. When he shoots at you, jump to avoid the bullet. Make your way up the half log ramp over the water and jump up the log steps to find the second hunter. When he keels over, your second Remote will appear at the bottom of the log ramp.







# JUMP TO THE TEETERING

Traverse all the ground of the hunters' area and jump down another rabbit hole. Now climb up past



the checkpoint and cross both bridges, waiting for the wind to die down to avoid being blown off. Go through the tunnel and climb right up the rock platforms. The rock faces that push outwards provide your route into the middle - and the third Red Remote.

# HIDDEN SILVER REMOTE

From the top of the rainbow waterfall, follow the clifftop around to a snow-go area. Jump on top of the wall below you when it pushes out and quickly run to a floating island that holds the Silver Remote. Now you just need to get to the teetering rock TV.



# HIDDEN GOODIES

When you drop down the rabbit hole, go and look in the log behind you - it's hollow and contains a Purple Life Fly TV. Also, just after the second rabbit hole you'll find a checkpoint.





# TITANICS GECQUES COUSTEAU

Grab the wetsuit, we're going down! This level places Gex under the sea, swimming with complete freedom. Because of this freedom it is quite difficult to find certain areas, so explore around the level to familiarize yourself with all of your surroundings.









stairs. Tail bounce your way to the top to reach the Red Remote.

Before you turn into the cave where you pick up the second Remote, continue straight on and through the hole in the cave wall. When you see the shark, swim straight up to the surface of the water. In the

HIDDEN SILVER REMOTE

# **SWIM THROUGH** THREE ARCHES.





These are located as follows:

- 1) Swim to Gex's left, you will see an arch in front of you. Swim through.
- 2) To the left of the "Love Boat". Swim through it
- 3) To the left of the large seaweed-covered area. It is a very narrow archway.

Now swim to the TV located next to an anchored wreck to pick up the Red Remote.



# REACH THE TOP OF TITANIC

Swim to the sign with the arrow pointing up. Now swim upwards until you reach an iceberg. Go into the ship which is trapped in the iceberg. Once



the switches. Go through the doors which open. Walk up the stairs avoiding the gaps and puddles. Jump through the doorway at the top of the



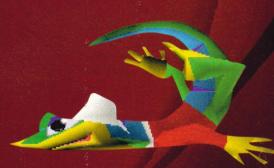
# HIDDEN GOODIES

In the caves, swim to the surface to collect more valuable collectibles. Also in the caves, swim into all the rooms for extra lives and collectibles.



# ) FIND THE END OF THE CAVE

Swim to the left until you reach a turtle with a Taxi sign on his back. Swim onto him. Swim off him and head straight on until you reach another turtle. Swim onto him. Now swim directly forward and into the cave. Take the left, then the right, then the left. Halfway down this passage is a turn to the left. Swim left and onto the IV to collect the Red Remote.



# kung fu theatre: mao tse tongue



Kick your way through paper walls and Chinese take-away shop windows in order to progress through the world. When you see the golden gongs, tailwhip them to open up further areas and transport platforms. Golden tiled diamonds on the wall can spin in place, taking you to another room, or even hover across empty spaces whilst you're suckered on their face.

# DEFEAT THE **DEADLY DRAGON**

You can get into the buildings through the window marked 'Film'. On your way, you will encounter some large robo-ninjas - you'll need to jump and tailwhip their helmets off, then hit their blue energy heads. Your progress takes you up, level









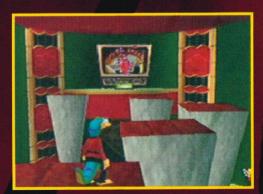
by level, on the roofs of the buildings. The high point of your approach to the dragon is the

bit with deathslides going backwards and forwards across an open courtyard.

When you reach the dragon, get into the centre, where a cannon awaits you. Point the cannon towards the dragon by pushing its barrel, which rotates it, and fire at him by jumping on the cannon - he takes several hits to destroy. When he goes, a door will open to reveal the Red Remote, tucked behind a huge green Gex-like statue.

# TRAVERSE THE **ROCKING PILLARS**

Again, you need to infiltrate the buildings around the courtyard in which you first appear. Go in through the window by the sushi sign. Make your way up until you reach a chamber that's filled with huge grey pointed columns - the points on the ground. Make your way up the wall to the top of the room and then jump carefully from pillar to post across the flattened tops of these columns. At the far end of the chamber you'll find the Red Remote.





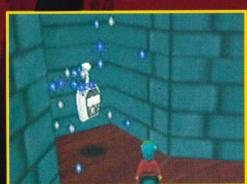
# HIDDEN GOODIES

Smash open all the urns you find to receive a few extra goodies.

# HIDDEN SILVER

You will pass through a courtyard where you have to jump on and off a massive rotating paddle. The golden gong here raises up some steps, so that you can smash through the window at the top. Before you go through, tailbounce up onto the red 'Good Times Massage' sign to the right of the steps. From up here you can jump out onto the roof that runs right around the courtyard near the top and access three doors. One of these holds the Silver Remote and the other two have collectibles.







# CIRCUIT CENTRAL: WWW.DOTCOM.COM



Don't fear the green swirling masses of light — jump into them to be powered up. This will not only enable you to use the green-based rapid-fire elevators, but also to power-up those missing walkways, which will only appear underfoot if you have been charged.

# 1) SCALE THE BIONIC LAUNCH TOWER





In the very first room, when you have come to the platform that forms a U-shape against the wall, instead of taking a power-lift, go through the black exit. You'll find yourself in a dark tunnel with purple translucent platforms — as you cross these, you have to jump over the balls which roll towards you. The final room is a vertical one with power-lifts in the walls. Power yourself up and get moving. The time limit gets quite tight towards the top, so don't hang about. When you see floating military helmets, take them out quickly, otherwise they'll follow you and hamper your progress. The





Remote is found right at the top of this chamber, guarded by a two-legged robot walker. He's not as tough as he looks – a few strokes of the tail should sort him out.

# 2) CROSS THE DATA BUS BRIDGES





The route of maximum greenness leads you to the next Remote. You're on the right track if you find yourself in a dark tunnel with a purple mass powering up individual platforms in front of you. This is your only route through, but you'll have to be very quick in this game of Follow-My-Leader as the platforms soon disappear. When you see a hovering, rotating roundabout, jump across to it



from the side of your entrance, as this enables you to use the longer flying karate kick. When the platform floats round the right side, flick the panel at the centre to slingshot it towards the far end. Eventually, you'll find yourself in a large room with a bipedal robot on a block. Kill him and then get powered up – you'll need to be quick and slick here. Run back to the rear end and then jump on a platform which will raise up to a green bridge. Cross it and repeat this, going backwards and forwards all the way across the chamber until you get to the far end, where there's a Remote as your reward.

# HIDDEN SILVER REMOTE



On the way up the bionic launch tower, you should see the Silver Remote, just nestling in a corner of the shaft. It's a fair way up, though, just below the Red Remote's platform.

# HIDDEN GOODIES

In the dark tunnel for the bionic launch tower, follow the platforms back into the screen to find an extra life. In the first chamber, follow the green power bridges around for Hit Paws.



# TO THE SAME

# SCREAM TV\$ FRAKENSTEINFELD



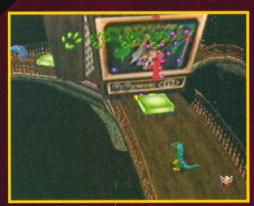
When you see a knife wielding maniac, hit him quick to slow him down, then get out of there. If you do want to finish him off, go for his head and not the attacking body. Time your run underneath the axe-wielding suits of armour carefully.

# 1) RUN THE AXE GAUNTLET









Take the right hand door - the green lit one - and make your way up all of the slopes to the left. Up at the end of this course you'll come to a series of suits of armour that are dropping axes in your path - judge your progress carefully.

# 2) HEAD DOWN THE RAMP







After the first doorway, you should take the orange lit door on your immediate left. Follow the ceiling over the chamber and you'll eventually end up in a room with a large slope down the middle and a psycho attacking you. Jump off the second slope (with the grandfather clock at the top) to the right and make your way up to the door. Behind this you'll find one of three approaches to the central three TVs and a Red Remote.

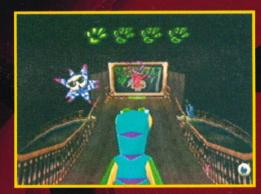
# STICK ACROSS THE CEILING MAZE

Take the green lit door and go up the slopes until you meet a skull-throwing spectre. This time, go





right and karate kick over the gap, remembering to let go of the jump button, so that you stick to the tiles. When you see the balcony above your head, jump onto it, then go across to a new area, covered with slopes and poison pits. There's a disappearing platform to your left, use it to jump the gap, then follow your nose over the gaps and through the maze that you'll sucker onto on the ceiling. When you arrive in an alcove, a door opens - drop down to approach the final Red Remote. Avoid the spiky orbs that rotate around the final slope.



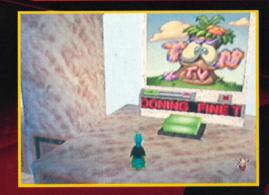
# HIDDEN SILVER REMOTE

From the room that has the hole in the floor, where you can choose the red or green doors, go through the red one and then jump across to the platform with the pumpkin bouncing up and down on it. Turn left here and you should see a red diamond in the wall - it's a teleport to the Silver Remote.

# HIDDEN GOODIES

In the first room in through the orange door, where you jump over a pumpkin to stick to the wall, a Red Fire Fly TV is off to the right. After the two suits of armour in a small green room (when you go over the ceiling) before you exit through the door, leap right off the balcony into a small window for a hit point. Immediately behind the green door, jump left and smash the corner of the wall to get a Red Fire Fly. After the first zombie through the green door route, turn left and jump over the banister - go through the window to find some hidden collectibles.

# TOON TV: FINE TOONING



Similar obstacles to the original Toon level. If you see a test-your-strength bell, hit it.

# CLIMB THE TREE



Hit the test-your-strength bell until the ABC block is by the valley you climbed from, then use the block to clear the gap. Next, tailwhip away the dominoes in the hedge and scale the boulder mountain by running up and across the face of it, between lines of boulders - you'll fall into an area with three strength bells and some ABC blocks. You need to hit all three bells, then run to the rock face where the blocks go, jump up them all and over to a platform, then off onto the next bit of ground before it moves away. Climb the next ABC





blocks and jump the gap to hit another strength bell. Use the ABC blocks that appear to cross the river. Climb all the see-saw girders and go right across the

spinning ABC blocks. Hit the next bell to activate a shifting block ladder up to a door. Now kill the hunters, log walk on a grand scale and climb that tree to get the first Red Remote.



Follow the above route until you hit a strength bell that's over the river, by a red vent, then drop down into it. You can now climb aboard the galleon that



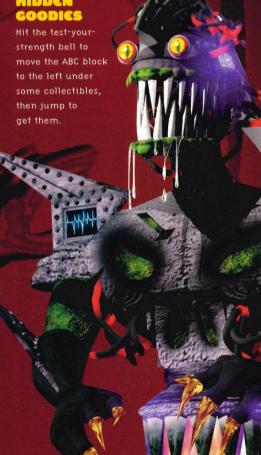


awaits in the cove, which will carry you over to the castle. Use the Red Flame Fly TVs to light the rocket fuse, then sucker up to it. This rocket carries you to the next Red Remote TV.

# HIDDEN SILVER REMOTE

When you have disembarked from the galleon at the castle, walk around the grass ledge on the outside of the castle walls - the Silver Remote is right at the back.

# HIDDEN



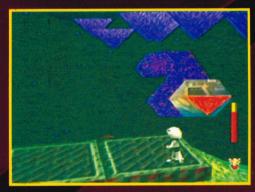


# rocket channel: the umpire strikes out



In space, there's no air to breathe, so you'll need to keep your oxygen tanks topped up. This can be done either by standing in an air booth or whipping a red air box and then the bubble inside it. The platforms are in deep space, so if you miss a jump, you will most likely plummet and lose a life. When you kill a lightsabre-wielding Mekon, make sure you watch out for his sabre, which will inflict damage as it falls out of the sky on your head.





The route to the rocket is immediately left of the start point as you look at it. Use the planetoids to form a bridge, but avoid the solar snake of energy which will damage you. Once you've found the





rocket, jump on the panel on its back that's marked with a gecko footprint and ride through the laser blasts. When it pitches in, run forwards, through the laser blast onslaught and then just drop down through the hole in the floor. The Red Remote is located behind the bright tower - just don't run out of air before you get there!



# 2) ENTER THE BATTLE DO

Cross the rotating bridge and go to the far right end of the asteroid surface, stopping for air on the





way. Hop all the islands, then climb the power towers. At the bridge that rotates end-over-end in two parts, jump on the first half just after it is upright and run up it. In this way, you can safely clear the second half before you drop off into space, and leap onto a steady platform. There's a checkpoint here as well. Next, drop down to the asteroid on the left and jump up all the levels, right around the S-bend. Now traverse the rotating platforms and jump the laser

beams. Climb another power tower and wait until the platforms at the top stop rotating, one by one, before you try crossing over to reach the battle dome. Sneak around the bright tower to reach the TV behind.





# HIDDEN SILVER REMOTE

Follow the route to the rocket until just after the floating islands passing under a solar 'snake'. Destroy the antennae to the right to reveal an alien in a UFO, who will give you a lift to a lower level with many collectibles and that Silver Remote. Jump through the membrane to return to the starting point.





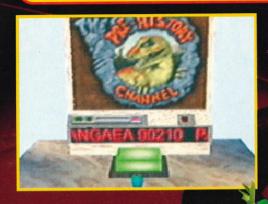
# HIDDEN GOODIES

Radio antennae can be tailwhipped for extra collectibles, as can the grey chests that are scattered about.

GEX 64



# PREHISTORY CHANNEL: PANGAEA 90210



Use the huge prehistoric red blooms as trampolines to boost you higher, but make sure that you don't touch the lava under any circumstances! The pesky pterodactyl will attack just after he lets out a cry. To counter this attack, jump and tailwhip.

# **ASSAULT THE LAVA ISLAND**

Follow the base of the cliff around to a small cliff face. Stick to the wall to the left to get over it. Jump the gap and leap over the lava moat to









the central island - you will find that the first Remote is on here

# **CLIMB THE VOLCANO**

Follow the above route, but instead of going to the island, continue to the left, avoiding the flame jets by running at the right-hand edge of the path. When you meet a purple stegosaurus, run on around the cliff on his level, then sucker onto the white markings on the walls and follow them to the right. Use the row of pillars like counterbalanced pistons to raise them up in sequence so that you can cross them from one end to the next.

Follow the

curve of the





mountain path around, pausing to avoid all the boulders, until you see two jets of flame up in front of four erect bones. When the flames die, smash the bones to get at the Remote which is behind them.

# HIDDEN SILVER REMOTE



Just after the first big stegosaurus, you can see boulders apparently smashing to smithereens in mid-air. Leap down here to find the deviously placed Silver Remote.



Next, jump off the edge of this platform to a lower level and then head towards an exit TV.



# HIDDEN GOODIES

Behind the ribcage to the left of your starting point is a Green Health Fly TV. Hit palm trees to release collectibles.



Well, that should keep you Gex addicts busy until next month! Don't forget about "The Good Gex Guide" Part Two in next months Total 64, when we will be giving you the solutions and tips for killing all the Bosses, even the final one, and completing all the Bonus levels. Until next month...

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Hey hey, I'm a monkey! Always cheating around! I love fresh bananas, so I spread them around! Oooh Aah Ooh! Enough singing for this month. Here's Total 64's latest offering of fresh bananas for you to chew on! I hope youooh-ooh enjoy them as much as I did!

# 

# CALL ANOTHER WRESTLER

Here are the secret codes which allow you to call for expert computer help while fighting. Hold all the buttons together during a match, be warned that this means an instant disqualification.

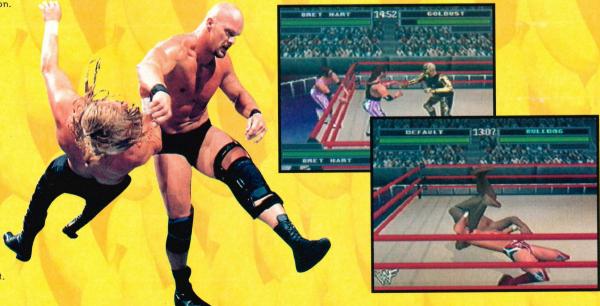
Ahmed - L, R, Z. Bottom-C, Up. Bret Hart - L, R, Z, Left-C, Left. Bulldog - L, R, Z, A, Left. Faaroog - L, R, Z, B, Up. Goldust - L, R, Z, B, Right. Kane - L, R, Z, B, Down. Shamrock - L, R, Z, A, Down. Mankind - L, R, Z, Left-C, Up. Mosh - L, R, Z, Bottom-C, Down. Owen Hart - L, R, Z, Bottom-C, Left. Rock - L, R, Z, A, Right.

Shawn Micheals - L, R, Z, B, Left. Steve Austin - L, R, Z, A, Up. Thrasher - L, R, Z, Left-C, Down.

Triple H - L, R, Z, Left-C, Right. Undertaker - L, R, Z, Bottom-C, Right.

# PLAY AS RATTLESNAKE

Create a wrestler using only 40 of the 50 attributes and complete the game on medium difficulty with him. You will now be able to get Rattlesnake.



# 

# HIDDEN PLAYERS

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The

phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME	PIN	 PL	A	76	R
		-	THE REAL PROPERTY.	-	-

DETU	7761	
BETH	//61	
BILLZ	0526	
BRAIN	1111	Brain
BRIAN	0818	
DANIEL	0604	Dan Thompson
DBN	6969	
ED	3246	
FORDEN	1111	Dan Forden
GATSON	1111	
GENE	0310	

GENTIL	1111	Jim Gentile
GRINCH	2220	
GUIDO	6765	
JAPPLE	660	Jeff Johnson
JASON	3141	Jason Skiles
JENIFR	3333	Jennifer Hedrick
JIMK	5651	
JOHN	5158	
JOSH	4288	
LT	7777	
LUIS	3333	Luis Mangubat
MARKA	1112	
MIKE	3333	Mike Lynch
MITCH	4393	
MONTY	1836	
NICO	4440	
PAULA	0425	- V//-4863
PAULO	0517	
RAIDEN	3691	Raiden from MK
ROG	8148	
ROOT	6000	John Root
RYAN	1029	

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- Aero Gauge
- Automobili Lamborghini
- Blast Corps
- Crusin USA
- Diddy Kong Racing
- Extreme G
- F1 Pole Position
- Mario Karts
- Multi Racing Championship
- Pilot Wings
- San Francisco Rush
- Snowboard Kids
- 1080 Snowboarding
- Top Gear Rally
- Wave Racer

# Forsaken Aero Fighters

- **Assault**
- Doom 64 (UK)
- Doom 64 (USA)
- Duke Nukem

Banjo-Kazooie

Bust a Move 1 &2

Chameleon Twist

Bomberman

Jeopardy

- Golden Eye
- Hexen
- Lylat Wars
- Robotron

Mario 64

Tour

Mischief MAkers

Puyo Puyo Sun

Rampage World

- Quake
- Shadows of the **Empire**

Super Mario

Tetrisphere

War Gods

Wetrix

Turok

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- J.League Perfect
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- Major League Baseball
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- Hockey . W. Gretsky's '98
- WCW vs NW0
- World Cup '98

# Yoshi's Story A simple call and you've got the cheat!

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THE CHEAT ZONE CHEATS

SAL	0201	Sal Divita
	8337	
SHUN	0530	
SKULL	1111	Sku11
THUG	1111	
TODD	1122	
TURMEL	0322	Mark Turmell
VAN	1234	
ZZ	1221	

# CHEAT MODE:

Press Turbo (default is Z), Jump (default is B), and Pass (default is A) to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left.

# EFFECT.....CODE

Super field goals	
Allow stepping 0B	
Power-up blockers	3-1-2 Left
Fast passes	2-5-0 Left
Turn off stadium	5-0-0 Left
Late hits	0-1-0 Up
Huge head	0-4-0 Up
No first downs	2-1-0 Up
No interceptions	3-4-4 Up
No punting	1-5-1 Up
Infinite turbo	5-1-4 Up
Super blitzing	0-4-5 Up
Power-up teammates	2-3-3 Up
Power-up defense	4-2-1 Up
Fog on	0-3-0 Down
Thick fog on	0-4-1 Down
Show field goal %	0-0-1 Down
No random fumbles	4-2-3 Down
Hide receiver name	1-0-2 Right
Big football	0-5-0 Right
Team tiny players	3-1-0 Right
Team big players	
Team big heads	
Big head	
No play selection(1)	
Show more field(1)	
No CPU assistance(1)	0-1-2 Down
Power-up speed(1)	4-0-4 Left
Tournament mode(2)	
Smart CPU opponent(3)	
No head	
Weather: clear	
Weather: clear	

Weather: snow	5-2-5 Down
Weather: rain	5-5-5 Right
Power-up offense	3-1-2 Up
Invisible receiver highlight	3-3-3 Left
Headless team	1-2-3 Right
Night game	2-2-2 Right
Fast turbo running	
Invisible	
Hyper blitz	5-5-5 Up

- 1. Two player agreement required.
- 2. Only in two-player game.
- 3. Only in one-player game.

# ON-SIDE KICK:

Hold Turbo + Jump + Pass + Up after scoring.

# **EXTRA BLOCKER:**

Hold Turbo + Jump + Pass while hiking the ball.

# HIDE PLAYS:

Press Up(2) at the play selection screen to remove the pointer.













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# 1080° SNOWBOARDING

# **CRYSTAL CHARACTER:**

Win race mode under the expert difficulty level and finish better than all the EAD scores on the time attack and trick attack modes. Select Akari Hayami, hold C-Left, and press A at his statistics screen.

# **GOLD CHARACTER:**

Enable the "Transparent character" and complete "Match Race" under the expert difficulty level with that character. Select Kensuke Kimachi, hold C-Up, and press A at his statistics screen.

# **PANDA CHARACTER:**

Finish "Match Race" under the expert difficulty level and finish better than all the EAD scores on the time attack, trick attack and contest modes. Select Rob Haywood, hold C-Right, and press A at his statistics screen. Note: The Panda can perform several unique moves that are listed under the "Trick List" option under training mode.

# **TURBO START:**

Press Up as soon as the number 1 begins to disappears on the start of race screen.

# **DEADLY FALL COURSE:**

Select "Mach Race", and complete all courses under expert mode.

# **DRAGON CAVE COURSE:**

Select "Match race", and complete all courses under hard mode.

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# **PENGUIN SNOWBOARD:**

Complete all 24 training mode tricks. Highlight the any character's default board at the snowboard selection screen, hold C-Down, and press A. Note: The penguin board may also be used with the crystal, gold and panda snowboarders

# **GHOST PLAYBACK DURING DEMO:**

Complete any course under time attack mode and save the ghost. Return to the demonstration screen with Kensuke Kimachi. The demonstration will continue after he crosses the finish line with the saved ghost run.

# **UNLOCK TRICKS EASILY:**

Select the "Training" option from the main menu. Select any rider and board, and choose an easy trick from the list. Launch from the jump or from the side of the half pipe and execute the trick. Then, quickly press Right-C(2) while in mid-air. The trick list should re-appear. Select a trick that has not been unlocked, then resume and land successfully with the easy trick. The more difficult trick should now be unlocked from the list.

# **CONTROL TITLE SCREEN VIEW:**

Press C-Up at the title screen to adjust the view.

# **REMIXED REPLAY MUSIC:**

Press the Analog-stick during a replay to add rap style scratches to the music.

# GO PAST THE FINISH LINE:

Select match race with any character, any board, and any course. Make your way to the finish line, then press Start and go to retire before crossing the line. Your character will be able to continue snowboarding. This looks best on Deadly Falls because your snowboarder will fall off a cliff.

# F-ZEROX

# X-CUP CHEAT

To enable every standard of player to "complete" F-Zero X, type in the code: L, Z, R, Top-C, Bottom-C, Left-C, Right-C, Start.



# ) : 1 = - ((0)

Ever wanted to get more out of your games or just feel the need to cheat to get all of those hidden secrets? If the answer is yes, then the Datel Action Replay Cartridge could be for you.

Version 1 Always Must Be On De000400 0000

50 Balloons 8020807d 0032

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Have 50 Balloons 8020886d 0032

Have All Cheats 810e03ae Ffff

Infinite Bikes 8004020c 0063

Infinite Shield D014e710 0001 8014e710 0010

Infinite Hull D014e712 0001 8014e712 0011

Infinite Powerpods 8814e740 0004

Primary Weapons

Transpulse 8814e765 0001

Trojax 8814e767 0001

Beamlaser

8814e768 0001

Secondary Weapons

Infinite Mug 8814e76d 0063

Infinite Solaris

8814e76e 0063

Infinite Scatter 8814e770 0063

Infinite Titan 8814e771 0063 Infinite Gravcon 8814e772 0063

Infinite Mfr1 8814e773 0063

Infinite Purge 8814e774 0063

Infinite Pine 8814e776 0063

Infinite Quantum

8814e777 0063

Infinite SpareO 8814e778 0063

Infinite Spare1 8814e779 0063

Always Empty Drain 801bf991 0000 811bf992 0000 811bf994 0000

Bezerk Mode 801bf9af 00ff

Stop Level Timer 801bf9b2 00ff 8015d2ea 0010



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Welcome one and all to the hallowed pages that are your forum. These are your pages, to bring to light your opinion on all things Nintendo...



Thanks to those lovely people at Gamester LMP - makers of fine accessories for your N64 - we've got loads of joypads to give to you! Every month, the lucky readers who get their letters printed in the Firing Line will receive one of their LX4 joypads, pictured below. Not only that, the sender of the star letter will also receive a steering wheel worth £60! Now that's got to be worth writing in for!

So, get your thinking caps on and start inscribing your innermost thoughts now and you could be the proud owner of some new stuff!





You can write to us at-The Firing Line, TOTAL 64 Magazine, 1 Roman Court, 48 New North Rd. Exeter, Devon, EX4 4EP

Or email us at: firing\_linearapide.co.uk

# DEAR TOTAL 64



Dear TOTAL 64.

irstly I would like to say that the new layout of the mag is a huge improvement It would be better if you kindly removed the ads for the PlayStation magazines. Either your publisher makes you put them in or you are all evil sinners.

Anyway, that is quite enough complaining. I have more important things to say. I have noticed that a lot of N64 owners are worried that their machine will die because the PlayStation is outselling it. What people don't realise is that in America the N64 is King. The five biggest selling games in America during 1997 were all for the N64, the Playstation top game was down in sixth. Surely success in America is more important to the games manufacturers than the smaller British market? Do not worry Nintendoids, the N64 will be around far longer than Sony's effort. Too many people have overestimated the power of the PlayStation and are going to be a tad annoyed next year when their grey box has been replaced but the N64 is still going strong.

The software shortage problem is almost sorted, and with all the games coming out before Christmas it will soon be completely gone.

All we need now is for game prices to come down a bit and the 64DD to arrive. Now for some of my guestions:

1) Small point, but why do Japanese games have much nicer boxes than our British ones? Say something to Mr Miyamoto about it because it's just not fair.

2) I know a demo cart would cost loads, but how about a demo video so we can see what games move and sound like?

3) Is it possible to link a pocket camera to an N64 simply by using a game converter?

4) Is the N64 going to get a Street Fighter game?

5) If it is, do you think there is any chance of a four-player mode?

Cheers Brenden Brook

# THE TRUTH...

I am glad that you like the new layout, over the coming months there will be more and more tweaks and pulls which will in due course improve it yet more. The PlayStation is cool in its own way. however, it is becoming a little staid. If you consider all the new titles that are coming over the next six months, most, if not all, are coming on the N64 - so there's a helluva lot more life in the N64 than the PlayStation!

1) You are right, the Japanese boxes

are all too often bigger and indeed thicker than ours. I don't suppose there is any specific reason for it. Perhaps Japanese consumers are more concerned with packaging than we are 2) It's a pretty good idea and certainly one that's worth considering in the future. However, videos cost money too. you know! 31 You would

so, wouldn't you? But the convertors that we have had in the office don't do it so we assume that it simply doesn't work. However, we will keep you posted.

4) An all-too-often-asked question, there is no news on whether Capcom are going to be bringing the series to the N64.

5) Possibly...

have thought





# DEAR TOTAL 64

ISSUE TWENTY ONE





hy is it that everywhere I look Sony are advertising their dated grey box and Nintendo do zero advertising, when it's obvious that if more people know that the Nintendo 64 is far superior to the greystation then more people will buy it. Simple. I have a few questions that I hope you will enjoy answering. 1. When is Mystical Ninja 2 coming out?

2. And why haven't Nintendo come up with a camera that you can connect to your N64 so you can take pictures of your mates and paste the pictures onto characters in games such as Goldeneye or I.S.S. Wouldn't it be great shooting your mates in a fourmaybe even scoring the winning goal for England in the World Cup final? I hoped you've enjoyed reading my letter and answering my questions. I hope you will carry on in producing this great mag.

Yours faithfully Mark Shaw

THE TRUTH...

1 Next summer probably.

2. Interesting idea, reminscent of Mario Paint...

However, how many people would actually want to shell out their hard cash for such a peripheral?

# DEAR TOTAL 64



Dear TOTAL 64,

player deathmatch on Goldeneye, or

irstly, I would like to thank everyone at TOTAL Tower for producing the most top quality N64 mag around. The reviews are candid and the second opinions are a great idea. Despite being a loyal Nintedoid since the days of the humble NES, I have recently

noticed a change in the priorities of the games developers which I believe is hindering the quality of their game releases. Basically I think that developers are concentrating far too much on the inclusion of multiplayer options in their games. Don't get me wrong, I'm not "Johnny No Mates" and I often enjoy Kickin' Ass in a Goldeneye deathmatch. However, too many games companies are now becoming obsessed with producing the very best four-

player experience. Consequently, the one-player game, the actual reason yours truly and millions of others offload over fifty guid, is suffering. The aforementioned 007 masterpiece is the exception. Its

single-player game was perfection itself, and I could not fault its decision to include a multiplayer option. However, other efforts such as Mario Kart and Extreme-G could have been so much better if more attention had been paid to their one-player attraction (e.g. track design, etc). Some developers even use a multiplayer option as a lame way of claiming increased longevity. Why can't they just make the one-player game more of a challenge? Rare is the only company who seems to share my views.

I wonder how many people have got all the cheat times on Goldeneye or accomplished medals on Blast Corps?

Yours faithfully, Scott Slater.

THE TRUTH...



I am trying to think of a lame multiplayer game. Apart from a few slow racing games that oughtn't to have bothered being released in the first place, I cannot think of any. There are so many really great games that have been enhanced by multiplayer action. Take for example F-Zero X, WcW vs. NwO: Revenge, Forsaken and of course Goldeneye. Most of these games are great in single-player mode but are enhanced by the chance

to drub yer mates. Admittedly, there are a few

games that have been released that have been ill-conceived, but removing the multiplayer option from them would not have improved them, it would have merely shortened their lifespan.

It has been a perrenial problem that

games in general are very rarely great, if they all were we would all be very poor indeed and never get anything done. All games consoles suffer from this to some extent and as a consequence, all of us here at TOTAL 64 will be the first to give out a vociferous blood-curdling cry of "Gives us better software!"

# DEAR TOTAL 64



Dear Total 64

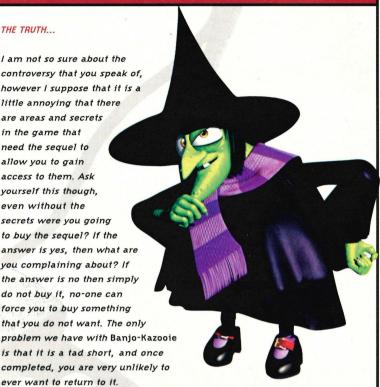
think Rare are criminals to end Banjo-Kazooie in the fashion that they did. I'm sure almost every N64 owner eagerly awaited the release of this game, and look how it ended! Don't get me wrong, Banjo-Kazooie is in my opinion the greatest game ever created and I'm sure that it will reign as king of the games charts for a long time, but that doesn't excuse the fact that the end sequence was bang out of order. The game costs £49.99 and for everyone who bought it and wants to get value for the money they spent on it, they will have to buy the sequel Banjo

Tooje (or not), as Rare say the secrets won't be essential to the completion of Banjo Tooie. So my question is: why do we have to wait? I think Rare have gathered themselves a lot of controversy by doing this, which is a big disappointment to me as I think that they are the makers of some highly outstanding games such as Diddy Kong Racing. If Rare are a top company, and I think they are, they should have the confidence in their game-making abilities to make a better sequel which will sell well because of how impressive it actually is, and not because the gamers want top value for the money they spent on Banjo-Kazooie, and to find out how the secrets from the prequel tie in with the sequel.

Yours sincerely Ryan O' Rielly

THE TRUTH...

I am not so sure about the controversy that you speak of. however I suppose that it is a little annoying that there are areas and secrets in the game that need the sequel to allow you to gain access to them. Ask yourself this though, even without the secrets were you going to buy the sequel? If the answer is ves. then what are you complaining about? If the answer is no then simply do not buy it, no-one can force you to buy something that you do not want. The only problem we have with Banjo-Kazooie is that it is a tad short, and once completed, you are very unlikely to



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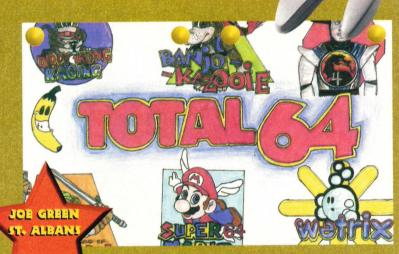
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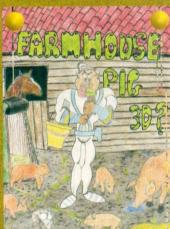
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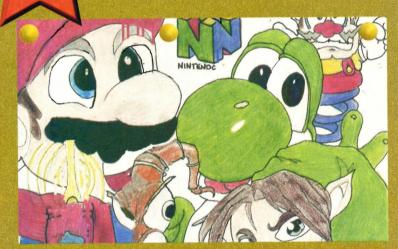
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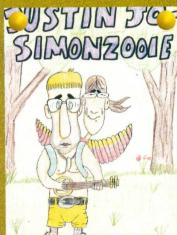
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STEVEN WATSON - AGE 16
 LONDONDERRY

Those boys at Fire International have really done us proud, for this month and for the foreseeable future. If you're lucky (and talented) enough to have your picture of your favourite N64 character printed in this section of the mag, then you'll win some top prizes! The Star Picture wins an official N64 pad, two Jolt Paks with built-in IMB memory, two Joypad X-Tender cables and two official N64 keychains. If that's not enough, all the runners-up win a Jolt Pak with IMB memory and an official N64 keychain! So get those crayons and felt tips out now and get scribbling!

We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive, so keep them coming in.

If you want your artwork to appear on this page, there are a few points to note.

Remember to include your name, address and age (make sure it's written on the back of your work, or else we'll lose it!) and if at all possible, try to use a large envelope so that you don't have to fold the thing too much.

# AIR MAKE

Dominic Floyd - 51900 pts

## CRYSTAL LAKE

Jeremy Wendt - 1'03.09 Dominic Floyd - 56650 pts

# GOLDEN FOREST

Jeremy Wendt - 1'20.22 Abraham Alzouman - 61109 pts

# DRAGON CAVE

Norman Obeseki - 1'26.55 Jeremy Wendt - 79535 pts

# HALF PIPE

Matthew Allen Holding - 90504 pts

# CRYSTAL PEAK

Jeremy Wendt - 1'28.34 Dominic Floyd - 80320 pts

# MOUNTAIN VILLAGE

Jeremy Wendt - 1'31.67 Norman Obeseki - 50552 pts

# DEADLY HALL

Jeremy Wendt - 1'09.13 Dominic Floyd - 147801 pts

# CORNERIA

Rob Pierce - 275

# METEO

Patrick Pfeffer - 431

# SECTOR Y

Andrew Robson - 253

# KATINA

Tim Kliewer - 327

# AQUAS

Andrew Robson - 202

# FORTUNA

Arron Taylor - 87

# BOLSE DEFENCE

Dimitri Jarazraj - 269

# SOLAR

Andrew Robson - 144

# ZONESS

Andrew Robson - 347

# AREA 6

Greg Ihnatenko - 535

# SECTOR X

Patrick Pfeffer - 289

# MACBETH

Andrew Robson - 232

# AREA 6

Greg Ihnatenko - 535

# SECTOR Z

Dimitri Jarazraj - 122

# TITANIA

Andrew Robson - 264

# VENOM

Andrew Robson - 263

Adam Banister - 00:36

# FACILITY

Hashim Shroufi - 00:53

# RUNWAY

Hashim Shroufi - 0:15

# SURFACE

Jevon Lancaster - 00:50

# BUNKER

Peter Fisher - 0:22

# SILO

M. Williams - 1:29

# FRIGATE

Patrick Laakso - 00:32

# SURFACE

Robert Gallagher - 00:53

# BUNKER

Jonathan Gane - 00:22

# STATUE

Jevon Lancaster - 2:23

# ARCHIVES

Jonathan Gane - 00:21

# STREETS

Jevon Lancaster - 00:44

# DEPOT

Peter Fisher - 00:23

# TRAIN

Jonathan Gane - 1:41

# JUNGLE

Roy Davis - 1:28

# CONTROL

Jonathan Gane - 04:58

# CAVERN

Peter Fisher - 00:49

# CRADLE

Patrick Laakso - 00:48

# AZTEC COMPLEX

Jonathan Gane - 03:39

# **EGYPTIAN TEMPLE**

Michael Hartop - 01:02

# BE A WINNER WITH TOTAL 64

With great prizes on offer every single month and your name in print, there's even more reason to send in your scores! This month's winner is Alan Dundas for his gaming skills on Mario Kart

and Snowboard Kids.

WINNER ALAN DUNDAS

# **RUNNERS-UP**

JAREMEY WENDT JONATHAN GANE PETER FISHER JOE PERRY





LUIGI RACEWAY



Once again Excitement Direct have done the good deed of sponsoring our High Scores pages, and if you're ever in need of new software and hardware, then look no further than Excitement Direct's advert on page 63 for all the top deals. This month's lucky winner will recieve a copy of the game of the year; Turok 2, and an Expansion Pak, which is very cool

indeed. The four lucky runners are getting a memory pak for their troubles. If you fancy a bit of the prize winning action, then send us evidence of your scores - be it photos or videos - so that we can sift through them and choose five lucky winners. Remember... it could be you!

MARI	O RAR	-64

1'29.25	Alan Dundas
0'28.92	Alan Dundas
1'23.10	George Weif
0'26.21	Tim Kliewer
	0'28.92

TOAD'S	TUKMPII	NE .
JK Race	1'47.69	Alan Dundas
UK Lap	0'33.09	Alan Dundas
US Race	1'51.04	Greg Ihnatenk
US Lap	0'34.05	Greg Ihnatenk

WAKIO	>IADIG	
UK Race	0'22.03	Rob Pierce
UK Lap	0'06.14	Lewis Evans
US Race	1'06.37	George Weif
HELDE	0'05 41	Great Ihnateni

UK Race	0'35.01	Rob Pierce
UK Lap	0'05.11	Rob Pierce
US Race	0'34.0	Greg Ihnatenko
US Lap	0'05.70	Greg Ihnatenko
76000000000		

DK JUNGLE PARKWAY

MOO W	OO FARA	
UK Race	1'22.80	Alan Dundas
UK Lap	0'27.21	Alan Dundas
US Race	1'17.30	Greg Ihnatenko
US Lap	0'26.43	Greg Ihnatenko

KOOPA TROOPA BEACH

RAPPE SNOWLAND			SHERBERT LAND		
Race	0'28.12	Steven Canuck	UK Race	1'59.50	
Lap	0'06.54	Alan Dundas	UK Lap	0'38.91	
Race	0'26,13	Loustarinen Tata	US Race	1'44_47	
Lap	0'05.51	G.Weif/G.Ihnatenko	US Lap	0'34.38	

Race	1'59.50	Alan Dundas	UK Race	1'24.28	Danny Dunn	
ap	0'38.91	Alan Dundas	UK Lap	0'11.22	Danny Dunn	
lace	1'44_47	Greg Ihnatenko	US Race	1'30.93	Loustarinen	
ap	0'34.38	Greg Ihnatenko	US Lap	0'09.30	George Weif	

UK Race	1'29_21	Alan Dundas
UK Lap	0'29.21	Alan Dundas
US Race	1'24.91	Tim Kliewer
US Lap	0'26.70	Greg Ihnatenko

UK Race	1'24.34	Steven Canuck
UK Lap	0'27.94	Rob Pierce
US Race	1'24.34	Greg Ihnatenko
US Lap	0'27.80	Greg Ihnatenko

CHOCO MOUNTAIN

KOYAL I	MACENA	
UK Race	2'08.76	Rob Pierce
UK Lap	0'42.28	Rob Pierce
US Race	1'48.73	George Weif
US Lap	0'35.89	George Weif

Constant Section		THE RESERVE AND THE PARTY OF TH
UK Race	2'03.98	Alan Dundas
UK Lap	0'41.26	Alan Dundas
US Race	1'50.70	George Weif
US Lap	0'36.45	Greg Ihnatenko

Tata

KALIMARI DESERT			
UK Race	2'09.48	Alan Dundas	
UK Lap	0'40.28	Alan Dundas	
US Race	1'39.14	Tim Kliewer	
US Lap	0'32.65	Tim Kliewer	

MARIO	RACEWAY	
UK Race	1'02.63	Steven Canuck
UK Lap	0'20.23	Richard Dunn
US Race	0'57.63	George Weif
US Lap	0'17.96	Greg Ihnatenko

BOWSER	CASTLE	
UK Race	2'13.49	Alan Dundas
UK Lap	0'44.00	Alan Dundas
US Race	1'58.24	Loustarinen Tata
US Lap	0'39.18	Greg Ihnatenko
		· · · · · · · · · · · · · · · · · · ·

RAINBOW ROAD				
UK Race	4'18.19	Alan Dundas		
UK Lap	1'22.25	Alan Dundas		
US Race	4'16.89	Matthew Bailey		
US Lap	1'21.69	Greg Ihnatenko		

UK

US

L						
	ANCIEN	T LAKE		WALRU	COVE	
	UK Race	0'43.05	Justin Marshall	UK Race	1'40.34	Joe Perry
ı	FOSSIL (	CANYON		CRESCE	AT ISLAN	ID
ŀ	UK Race	1'11.12	Joe Perry	UK Race	1'14.31	Richard Duni
ı						
	HOT TO	P VOLCA	NO	WINDM	ILL PLAI	NS
	UK Race	1'14.54	Joe Perry	UK Race	1'45.76	Joe Perry
	JUNGLE	FALLS		DARKM	OON CAT	VERNS
	UK Race	0'47.00	Joe Perry	UK Race	1'48.90	Joe Perry

SNOWB	OARD RIDS		
E MOUNTAIN	GRASS VALLEY		

UK Race	0'26.63	Alan Dundas	UK Race	1'42_83	Alan Dundas
BIG SNO	MAMW		DIZZY	LAND	
UK Race	1'37.73	Robert Gallagher	UK Race	1'37.43	Alan Dundas
SUNSET	ROCK		NINJA	LAND	
UK Race	1'35.40	Alan Dundas	UK Race	0'23.76	Robert Gallagher
NIGHT	HIGHWAY		QUICKS	AND VAI	LLEY
UK Race	1'32.66	Alan Dundas	UK Race	1'36.43	Alan Dundas

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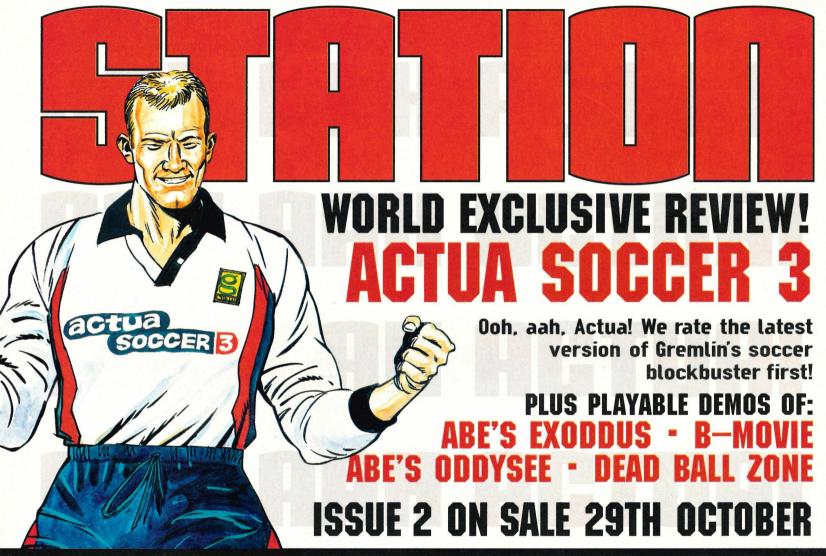
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# **NEXT MONTH** THE CHEAT ZONE

We zip over to Derby to see how the Duke legacy is shaping up. You'll hear us all shouting from the rooftops: "Come get some!"



# Previews MICRO MACHINES

We've seen the excellent Penny Racers in this issue, now we have the grandfather of miniature mayhem. Expect to see extensive coverage next month, we promise...

Football fans behold, the next instalment of FIFA will be kicking its way into TOTAL 64 in true turf-churning style. Time to mow that lawn!

# HARVEST

Played and rated. The body count will surely be high, but will the overall score? Will the '18' rated game get the TOTAL 64 certificate of approval?

# •

The Psygnosis game, for the speed junkie, looks set to take the racing genre by storm, but will it fizzle to a soggy stop when coming under our ruthless scrutiny?

The return of the dinasaur slayer has been anticipated for a long time now. We examine scales and venture deep into the firey breath of what is without doubt Acclaim's prize specimen.

The hugely popular rally game was a revelation on the PlayStation over a year ago, but has the genre moved on? We take a check under the bonnet to see if the fuel is still in the tank (Lips clearly drives a very peculiar car - Ed.).

The 3D platformer, once known as Space Circus, is now called Starshot. The space adventure rockets into our probing laboratory for a full examination and

n us, we give you the lowdown on all that's best on the N64, games, peripherals, the lot. We recommend that you put off writing that Christmas list until you get your grubby mitts on the next exciting edition of Total 641



# **32 DAGE BOOK**

We spoil you! Not only are we bringing you the stuff already mentioned, but we have a guide to one of the best racers this year, Extreme-G 2.

# FREE STUFF!

It's much too secret to mention but as it is the season of giving we'll be making sure that Total 64 is cram packed with compos and more freebies than Santa could possibly fit into his sack!

DON'T MISS NEXT MONTH'S ISSUE OF TOTAL 64 - IT CHILLS YOU DOWN TO THE GROUND



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# WOKE UP THIS MORNING...

Aaargh! I hear the sound of a deadline a-comin' Phew! Just made it in time to collect my thoughts — a wee tad of reflection is required. What's going on? You must have noticed that over the last couple of months we have been gallantly informing you that certain games will feature in TOTAL 64, but when you buy the mag you find that the titles mentioned are sadly not there. Are we liars? Are we cheats? Of course not! The simple fact is that the developers are scared – they simply don't want their games previewed or reviewed because they know that there is some seriously good N64 software coming out, and their's does not cut the mustard. This is a good thing for TOTAL 64 (because we only cover top quality software each and every month), but more importantly it means that software either gets further development (which means that what was a second rate game might end up actually much better) or the game gets dropped, meaning that you don't have to part with that hard-earned cash on tripe. After a games drought that looked set to hinder the global domination expected from the machine, only now can we truly begin to appreciate the power of the N64 – with games coming out that look every bit as good as they would on the PC, we now know that we are in for the most exciting time on the N64 since its release..

# LOCK ON TO THE GREATEST POWER SOURCE!

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